THE

COMPLEAT

GAMESTER

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THE COMPLEAT GAMESTER.

THE

Compleat Gameſter:

OR,

FULL and EASY

INSTRUCTIONS

FOR

Playing at all Manner of uſual, and moſt Genteel GAMES, after the beſt Method.

VIZ.

I. *Ombre*, *Piquet*, with a Song on the ſame; *Lanterloo*, *Whiſt*, and a great Variety of other GAMES on the *CARDS*.

II. The Famous Game of *Verquere*, *Tick-Tack*, *Iriſh*, *Back-Gammon*.

III. *Inn* and *Inn*, *Paſſage*, *Hazard*, the Royal Game at *Cheſs*, and *Billiards*.

To which is Added.

The Gentleman's Diverſion,

In Riding, Racing, Archery, Cock-Fighting, and Bowling.

Charles Cotton.

All regulated by the moſt Experienced MASTERS.

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THE EPISTLE TO THE READER.

READER,

I Was once reſolv'd to have let this enſuing Treatiſe have ſtept naked into the World, without ſo much as the leaſt rag of an Epiſtle, to defend it a little from the cold Welcome it may meet with in its Travels; but knowing that not only Cuſtom expects, but Neceſſity requires it; give me

leave to ſhow you the Motives inducing to this preſent Publication.

It is not (I'll aſſure you) any private Intereſt of my own, that caus'd me to adventure on this Subject, but the Delight and Benefit of every individual Perſon; Delight to ſuch who will paſs away their ſpare Minutes in harmleſs Recreation, if not abus'd; and Profit to all, who by inſpecting all manner of Games, *may obſerve the Cheats and Abuſes, and ſo be arm'd againſt the Injuries may accrue thereby.*

Certainly there is no Man ſo ſevere to deny the Lawfulneſs of Recreation: There was never any Stoick *found ſo Cruel, either to himſelf or Nature, but at ſome time or other he would unbend his Mind, and give it Liberty to ſtray into ſome more pleaſant Walks, than the miry heavy Ways of his own ſowre wilful Reſolutions. You may obſerve the Heathen Sages of the firſt World, founded with their Laws, their Feaſts; with their Labours, their Olympicks; with their Warfare, their Triumphs. Nay, at this Day, the ſevereſt* Dionyſian-Pedagogue *will give his Scholars their* Play-Days, *and Breakings up with a* Horum miſere labo-

rum,

rum, feſſum quies plurimum juvat. *And the moſt covetous Maſters will tye their Servants but to certain Hours; every Toil exacting as* ex officio, *or out of Duty, ſome time for Recreation. I my ſelf have obſerv'd, in the courſe of many Men, of exceeding ſtrict Lives and Converſation, to whom although Severity of Profeſſion, Infirmity of Body, Extremity of Age, or ſuch like, have taken away all actual Recreation; yet have their Minds begot unto themſelves ſome Habit or Cuſtoms of Delight, which have in as large a Meaſure given Contentment, whether they were their own or borrowed, as if they had been the ſole Actors of the ſame. Furthermore, Recreation is not only lawful but neceſſary:*

Interpone tuis interdum gaudia curis,
Ut poſſit animo quemvis ſuffere laborem:
So intermix your Care with Joy, you may
Lighten your Labour by a little Play.

Now what Recreation this ſhould be, I cannot preſcribe, nor is it requiſite to confine any to one ſort of Pleaſure, ſince herein Nature takes to her ſelf an eſpecial Prerogative; for what to one is moſt pleaſant,

pleaſant, to another is moſt offenſive; ſome ſeeking to ſatisfie the Mind, ſome the Body, and others both in a joynt Motion. To this end Ihave laid before you, what variety of Paſtimes I could collect for the preſent, leaving the reſt (as you like theſe) to be ſupply'd hereafter. Miſtake me not, it is not any Intention to make Gameſters *by this Collection, but to inform all in Part, how to avoid being cheated by them.*

To conclude, Let me adviſe you, if you play (when your Buſineſs will permit) let not a covetous Deſire of winning another's Money engage you to the Loſing your own; which will not only diſturb your Mind, but by the Diſreputation of being a Gameſter, *if you loſe not your Eſtate, you will certainly loſe your Credit and good Name, than which there is nothing more valuable.*

Thus hoping you will be thus advis'd, and will withal excuſe my Errors, I ſhall ever ſtudy how to ſubſcribe my ſelf a Well-willer to all Men.

The

The Explanation of the Frontiſpiece.

BIlliards *from* Spain *at firſt deriv'd its Name,*
Both an ingenious, and a cleanly Game.
One Gameſter *leads (the Table green as Graſs)*
And each like Warriers *ſtrive to gain the* Paſs.
But in the Conteſt e'er the Paſs *be won,*
Hazzards *are many into which they run.*
Thus while we play on this Terreſtrial Stage,
Nothing but Hazzard *doth attend each Age.*
Next here are Hazzards *play'd another Way,*
By Box and Dice; 'tis Hazzard *is the Play.*
The Bully-Rook *with mangy Fiſt, and Pox,*
Juſtles ſome out, and then takes up the Box.
He throws the Main, *and crys, who comes at* Seven,
Thus with a dry Fiſt nicks *it with* Eleven.
If out, he raps out Oaths I dare not tell,
Hot, piping hot, and newly come from Hell.
Old-Nick *o'er-hearing, by a* Palming-trick
Secures the Gameſter, *thus the* Nicker's nickt.
Now t' Iriſh, *or* Back-Gammoners *we come,*
Who wiſh their Money, with their Men ſafe Home;
But as in War, ſo in this ſubtle Play,
The ſtragling Men are ta'en up by the Way.
By entring then, one reinforceth more,
It may be to be loſt, as thoſe before.
By Topping, Knapping, *and foul Play ſome win;*
But thoſe are looſers, who ſo gain by Sin.
After theſe three the Cock-pit *claims a Name;*
A Sport gentile, and call'd a Royal Game.
Now ſee the Gallants *crowd about the* Pit,
And moſt are ſtockt with Money more than Wit;
Elſe ſure they would not, with ſo great a ſtir,
Lay Ten *to* One *on a* Cock's *faithleſs Spur.*
Laſtly obſerve the Women, with what Grace
They ſit and look their Partners in the Face.
Who from their Eyes ſhoot Cupid's *fiery Darts;*
Thus make them loſe at once their Game and Hearts.
Their white ſoft Hands, (when e're the Cards they Cut)
Make the Men wiſh to change the Game to Putt.
The Women know their Thoughts, then cry, Enough,
Let's leave off Whiſt, *and go to* Putt, *or* Ruff.
Ladies, don't truſt your Secrets in that Hand,
Who can't their own (to their great Grief) Command.
For this I will aſſure you, if you do,
In Time you'll loſe your Ruff *and* Honour *too.*

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GAMES

GAMES ON THE CARDS.

CHAP. I.

Engliſh Ruff and Honours, and Whiſt.

Ruff and *Honours* (*alias Slamm*) and *Whiſt* are Games commonly known in *England* in all parts thereof, that every Child almoſt of Eight Years old hath a competent Knowledge in thoſe Recreations, and therefore I am unwilling to ſpeak any thing more of them than this, that there may be a great deal of Art uſed in *Dealing* and *Playing* at theſe Games, which differ very little one from the other.

In Playing your Cards you muſt have recourſe altogether to your own Judgment or Diſcretion, ſtill making the beſt of a bad Market; and though you have but mean

Cards in your own hand, yet you may play them ſo ſuitable to thoſe in your *Partner's* hand, that he may either *Trump* them, or play the beſt of that Suit on the Board.

You ought to have a ſpecial eye to what Cards are play'd out, that you may know by that means either what to play if you *lead*, or how to *Trump* ſecurely and advantagiouſly. *Reneging* or *Renouncing*, that is, not following Suit when you have it in your hand, is very foul play, and he that does it, ought to forfeit *one*, or the *Game* if upon a *Game*, and he that loſes Dealing loſes one, or a Trick, as you make it.

At *Ruff and Honours*, by ſome called *Slamm*, you have in the Pack all the *Deuces*, and the reaſon is, becauſe four playing, having dealt *twelve* a piece, there are *four* left for the Stock, the uppermoſt whereof is turn'd up, and that is *Trumps*; he that hath the *Ace* of that *Ruffs*, that is, he takes in thoſe four Cards, and lays out four in their lieu; the four *Honours* are the *Ace*, *King*, *Queen*, and *Knave*; he that hath *three Honours* in his own hand, his Partner not having the *fourth*, ſets up Eight by Cards, that is two tricks; if he hath all *four*, then Sixteen that is four tricks; it is all one if the two Partners make them three or four between them, as if one had them. If the *Honours* are equally divided amongſt the Gameſters of each ſide, then they

ſay

say *Honours are split.* If either side are at eight Groats he hath the benefit of calling *Can-ye*, if he hath two *Honours* in his hand, and if the other answers *one*, the Game is up, which is *Ten* in all; but if he hath more than two he shows them, and then it is one and the same thing; but if he forgets to call, after playing a trick, he loses the advantage of *Can-ye* for that *Deal.*

All Cards are of value as they are superiour one to another, as a *Ten* wins a *Nine* if not Trumps, so a *Queen*, a *Knave* in like manner; but the least *Trump* will win the highest Card of any other Suit; where *Note*, the *Ace* is the highest.

Whist is a Game not much differing from this, only they put out the *Deuces* and take in no Stock; and is called *Whist* from the Silence that is to be observed in the Play; they *Deal* as before, playing *four*, *two* of a side, (some play at *two* handed, or *three* handed *Whist*; if three handed, always *two* strive to suppress and keep down the rising Man,) I say they *Deal* to each *twelve* a piece, and the *Trump* is the bottom Card. The manner of crafty playing, the Number of the *Game Ten*, *Honours* and *Dignity* of other Cards are all alike, and he that wins most *Tricks* is most forward to win the *Set.*

He that can by *Craft* over-look his Adversayr's *Game* hath a great Advantage, for by

that means he may partly know what to play ſecurely ; or if he can have ſome petty glimpſe of his Partner's hand. There is a way by *Winking*, or the *Fingers*, to diſcover to their *Partners* what *Honours* they have, as by the *Wink* of one *Eye*, or putting one *Finger* on the *Noſe* or *Table*, it ſignifies one *Honour*, ſhutting both the *Eyes*, two ; placing three *Fingers* or four on the *Table*, *three* or *four Honours*. They have ſeveral ways of ſecuring an *Honour* or more, in the bottom when they *Deal*, either to their Partners or ſelves ; if to their Partners they place in the ſecond lift next to the top, 1, 2, 3, or four *Aces*, or Court Cards all of a Suit, according as they get them together in the former *Deal*, and place a Card of the ſame Suit in the bottom, when the Cards are cut, they muſt uſe their had ſo dexterouſly as not to put the top in the bottom, but nimbly place it where it was before.

If they would ſecure *Honours* to themſelves when Dealing, they then place ſo many as they can get upon their lap or other place undiſcerned, and after the Cards are cut, then clap them very neatly under. But the the cleaneſt Rooking way is by the *Breef*, that is, take a pack of Cards and open them, then take out all the *Honours*, that is, as aforeſaid, the four *Aces*, the four *Kings*, &c. then take the reſt and cut a little from the edges of

of them all alike, by which means the *Honours* will be broader than the reſt, ſo that when your Adverſary cuts to you, you are certain of an *Honour*, when you cut to your Adverſary cut at the ends, and then it is a chance if you cut him an *Honour*, becauſe the Cards at the ends are all of a length, thus you may make *Breefs* end-ways as well as ſide-ways.

There are a ſort of cunning Fellows about this City, who before they go to play will plant half a *dozen* of theſe Packs (nay ſometimes half a *ſcore)* in the hands of a Drawer, who to avoid being ſuſpected will call to their confederate Drawer for a freſh pack of Cards, who brings them as from a Shop new, and ſome of theſe Packs ſhall be ſo finely markt, whereby the *Gameſter* ſhall plainly and certainly know every Card therein contain'd, by the outſide, although the beſt of Eyes ſhall not diſcern whether any mark was made at all; and this is done with that variety, that every Card of every Suit, ſhall have a different diſtinguiſhing mark.

Some have a way to Slick with a Slick-ſtone all the *Honours* very ſmooth, by which means he will be ſure to cut his Partner an *Honour*, and ſo his Partner to him again, and that is done by laying a fore-finger on the top indifferent hard, and giving a ſluring jerk to the reſt, which will ſlip off from the ſlickt Card.

It is impossible to shew you all the Cheats of this Game, since your cunning Gamester is always studying new Inventions to deceive the Ignorant.

CHAP. II.

FRENCH-RUFF.

AT *French-Ruff* you must list for *Deal*, most or least, carries it according to the agreement of the *Gamesters*.

You may play either two, four or six of a side, *Dealing* to each five a piece, either two first at a time, or three, according to pleasure, and he that *Deals* turns up *Trump*; the *King* is the highest Card at *Trumps*, and so it is highest in all other Cards that are not *Trumps*, the *Queen* is next, the *Knave* next, and next to that the *Ace*, and all other Cards follow in Preheminence according to the number of the Pips, but all small *Trumps* win the highest of any other Suit.

Having turn'd up *Trumps*, he that hath the *Ace* must take the *Trump* turn'd up, and all other *Trumps* which immediately follow that, if so agreed upon amongst the *Gamesters*, laying out so many Cards as he took up in lieu thereof.

After

After this they play: to win *two Tricks* ſignifies nothing, to win *three* or *four* wins but *one*, but to win *five*, is the winning of *five*.

If you play *Forſat* (that, is the Rigour of the Play) he that *Deals* wrong loſeth *one* and his *Deal*. You are bound to follow Suit, and if you *Renounce* or *Renege*, you loſe the whole *Game*, if you ſo make it, otherwiſe but *one* or *two*, according to agreement.

He that plays a Card that is *Trumped* by the Follower, if the next Player hath none of the former Suit, he muſt *Trump* it again, although he hath never a *Trump* in his hand that can win the former *Trump*, and ſo it muſt paſs to the laſt Player.

All the Players round are bound to win the higheſt *Trump* play'd if they can. Here *note*, that he who playeth before his turn loſes one, unleſs it be the laſt Card of all.

CHAP. III.

The Game at GLEEK.

Deuces and *Treys* muſt be caſt out as uſeleſs in this *Game*, then lifting for Deal, the leaſt Card deals: The number of Perſons playing muſt be three, neither more nor leſs, and moſt frequently they play at

Farthing, *Halfpenny*, or *Penny-Gleek*, which in play will amount conſiderably.

The *Dealer* delivers the Cards by *four*, till every one hath *twelve*, and the reſt are laid on the Table for the *Stock*, being in number eight, ſeven whereof are bought, and the laſt is turned up; the turn'd up Card is the *Dealer's*; and if it be *Tiddy* turn'd up is *four* a-piece from each to the *Dealer*.

The *Ace* is called *Tib*, the *Knave Tom*, the the four of *Trumps Tiddy*, *Tib* the *Ace* is *fifteen* in hand, and *eighteen* in Play, becauſe it wins a *Trick*, *Tom* the *Knave* is *nine*, and *Tiddy* is *four*, the *fifth Towſer*, the *ſixth Tumbler*, which if in hand *Towſer* is *five*, and *Tumbler ſix*, and ſo double if turn'd up, and the *King* or *Queen* of *Trumps* is *three*,

The eldeſt hand bids for the Stock, in hopes of bettering his *Game*, though ſometimes it makes it worſe: the firſt *penny* you bid is *twelve*, *thirteen*, and ſo on; if at *ſixteen* they ſay take it, and none will venture more for it, he is bound to take it, that is, taking in ſeven Cards, and putting out *ſeven* in their ſtead, and muſt pay beſides *eight* to one, and *eight* to the *other* of the *Gameſters* for buying; if any odd money be given, as 15, 17, or the like, the eldeſt hand uſually claims it, or elſe it is given to the box; but if he have *Mournival*, *Gleek*, or *Tiddy* in his hand, after he hath taken in the Stock; he

bates

bates for them all, and ſo poſſibly may gain by it, if he hath a good Hand, and pay for his buying *too.*

Here you muſt Note, That if *Tib* be turned up, it is *fifteen* to the *Dealer* in reckoning after *play*; but he muſt not make uſe of it in *play* before the *Trump-Card*, for then it would make him *eighteen*, becauſe it would win a *Trick* which is *three* more.

Next you ſpeak for the *Ruff*, and he that hath moſt of a *Suit* in his Hand *wins* it; unleſs ſome of the *Gameſters* have four *Aces*, and then he gains the *Ruff*, though you have never ſo many of a *Suit* in your Hand. If any wins a *Ruff*, and forgets to ſhow it before a *Card* plaid, he loſes it, and he that ſhews any for a *Ruff* after ſhall have it.

The *firſt* or *eldeſt* ſays, *I'll vie the Ruff*; the next ſays, *I'll ſee it*; and the *third*, *I'll ſee it and revie it: I'll ſee your revie*, ſays the *firſt*; becauſe he hath as many in his Hand as another: The middle probably ſays, *I'll not meddle with it*; then they ſhew their *Cards*, and he that hath moſt of a *Suit* wins *Sixpence*, or *Farthings*, according to the *Game*, of him that holds out longeſt, and *four* of the other that ſaid he would ſee it, but after refuſed to meddle with it; but if any of the three *Gameſters* ſays he hath nothing to ſay as to the *Ruff*, he pays but a *Farthing*, *Halfpenny*, *Penny*, according as the *Game* is aforeſaid;

and

and if the *eldeſt* and *ſecond* Hand paſs the *Ruff*, the *youngeſt* hath Power to double it, and then it is to be plaid for the next *Deal*; and if any forgets to call for the double *Ruff*, it is to be play'd for the next *Deal* after that.

Sometimes one of the *Gameſters*, having all of a *Suit* in his Hand, bids high for the *Ruff*, and the other having four *Aces* is reſolved to bid higher, ſo that it ſometimes amounts to *ſixteen* or more; then *I'll ſee it and revie*, ſaith one; *I'll ſee it and revie*, ſaith another; that is *eight* to the *Winner*, and all above is but *two* a time, as it may be they will ſay, *I'll ſee it and revie it again, and I'll ſee that and revie it again*, ſaith another, for which *ſeeing* and *revying* they reckon but *two*, after that it is once come to *eight*; but he that has the four *Aces* carries it clearly, *&c.* as aforeſaid.

Buying or *bidding* for the *Ruff* is, when you are in likelihood to go in for *Mournival*, *Gleek*, or increaſe of *Trumps*, that ſo if you have bad *Cards*, you may ſave your *Buyings* and your *Cards* too, whereas otherwiſe you may loſe all.

If you call for either *Mournival* or *Gleek*, and have lay'd them out in the *Stock*, if you be taken in it, you forfeit double what you receive.

Sometimes out of Policy or a Vapour they will *vie* when they have not above *thirty* in their

their Hands, and the reſt may have *forty* or *fifty*, and being afraid to ſee it, the *firſt* many times *wins* out of a meer *Bravado*, and this is good *Play*, though he acquaint you with it afterwards.

A *Mournival* of *Aces* is eight, of *Kings* ſix, of *Queens* four, and a *Mournival* of *Knaves* two apiece.

A *Gleek* of *Aces* is four, of *Kings* three, of *Queens* two, and of *Knaves* one apiece from the other two *Gameſters*.

A *Mournival* is either all the *Aces*, the four *Kings*, *Queens* or *Knaves*; and a *Gleek* is three of any of the aforeſaid.

Here Note, That *twenty two* are your *Cards*; if you *win* nothing but the *Cards* that were *dealt* to you, you loſe ten; if you have neither *Tib*, *Tom*, *Tiddy*, *King*, *Queen*, *Mournival* nor *Gleek*, you loſe becauſe you count as many *Cards* as you had in *Tricks*, which muſt be few, by reaſon of the Badneſs of your Hand; if you have *Tib*, *Tom*, *King* and *Queen* of *Trumps* in your Hand, you have *thirty* by *Honours*, that is *eight* above your own *Cards*, beſides the *Cards* you *win* by them in *play*. If you have *Tom* only which is *nine*, and the *King* of *Trumps*, which is *three*, then you reckon from *twelve*, *thirteen*, *fourteen*, *fifteen*, till you come to *two* and *twenty*, and then every *Card wins* ſo many *Halfpence*, *Pence*, &c. as you *play'd* for; if you are under *two* and *twenty* you loſe as many.

Here

Here Note, That before the *Cards* are *dealt*, it is requiſite to demand, whether the the *Gameſters* will *play* at *Tiddy*, or leave it out, it being a *Card* that is apt to be forgotten; and know that it is look'd upon as very *foul Play* to call for a *Gleek* of *Kings*, *Aces*, *Queens* or *Knaves*, when the Perſon hath but *two* in his Hand. If you diſcard wrong, *i. e.* lay out but *five* or *ſix* Cards, if you call for any *Gleek* or *Mournival*, you loſe them all, if it be found out that you ſo diſcard. Let this ſuffice for this noble and delightful Game or Recreation.

CHAP. IV.

L'OMBRE, a Spaniſh Game.

THere are ſeveral ſorts of this *Game* called *L'Ombre*, but that which is the chief is called *Renegado*, at which *three* only can play, to whom are dealt *nine* Cards apiece; ſo that diſcarding the *eights*, *nines* and *tens*, there will remain *thirteen* Cards in the *Stock*; there is no *Trump* but what the *Player* pleaſes; the *firſt* Hand has always the Liberty to *play* or *paſs*, after him the *ſecond*, &c.

There are two ſorts of *Counters* for *Stakes*, the greater and the leſſer, which laſt have the ſame

ſame Proportion to the other as a *Penny* to a *Shilling*: Of the great *Counters* each Man *Stakes* one for the *Game*, and *one* of the leſſer for *paſſing*, and for the Hand when *eldeſt*, and for every *Card* taken in, one *Counter*.

There are two *Suits*, *Black* and *Red*; of the *Black* there is firſt the *Spadillo*, or *Ace* of *Spades*; the *Mallillio* or black *Deuce*; the *Baſto* or *Ace* of *Clubs*; the *King*, the *Queen*, the *Knave*, the *ſeven*, the *ſix*, the *five*, *four* and *three*. Of the Red Suit there is the *Spadillo*, *Punto*, *Mallillio*, &c.

The *Spadillo* or *Ace* of *Spades*, is always the *firſt* Card and always *Trump*; and the *Baſto* or *Ace* of *Clubs* is always *third*; of the Black there are eleven *Trumps*, of the Red *twelve*. The Red *Ace* enters into the *fourth* Place when it is *Trump*, and it is called *Punto* then, otherwiſe only called an *Ace*.

The leaſt ſmall *Cards* of the Red are always beſt, and the moſt of the *Black*; except the *Deuce* and Red *Seven*, which are called the *Mallillios*, and always *ſecond* when *Trump*. The *Matadors* (or *killing* Cards) which are the *Spadillo*, *Mallillio*, *Baſto*, are the chief *Cards*, and when they are all in a *Hand*, the others pay for them *three* of the greater *Counters* apiece; and with theſe *three* for Foundation you may count as many *Matadors* as you have *Cards* in an uninterrupted ſeries of *Trumps*; for all which the others are to pay you one *Counter* apiece.

He who hath the *firſt* Hand hath his Choice (as aforeſaid) of playing the *Game*, of naming the *Trump*, and of taking in as many or as few *Cards* as he liſt, and after him the *ſecond*, &c. having demanded whether any *one* will *play* without *taking in*, you oblige your ſelf to *take in* though your *Game* be never ſo good, wherefore you do well to conſider it before.

If you name not the *Trump* before you look on the *Cards* which you have *taken in*, any other may prevent you, and name what *Trump* they pleaſe; if you know not of two *Suits* which to name *Trump* firſt, the black *Suit* is to be preferred before the *Red*, becauſe there are fewer *Trumps* of it. Secondly, You were beſt to chuſe that *Suit* of which you have got the *King*, becauſe beſides your three *Trumps* you have a *King*, which is as good as a *fourth*. When you have the Choice of going in three *Matadors*, or the two black *Aces* with three or four other *Trumps*, if the *Stakes* be great you are to chuſe this laſt, as moſt like to win moſt *Tricks*; if it be but a ſimple *Stake*, you are to chuſe the *firſt*, becauſe the ſix *Counters* you are to receive for the three *Matadors*, more than countervail the *four* or *five* you loſe for the *Game*.

He that hath the *firſt* Hand is never to *take in* or *play*, unleſs he have three ſure *Tricks* in his Hand at leaſt; to underſtand which the better,

better, know the end of the *Game* is to win moſt *Tricks*, whence he that can win *five Tricks* of the *nine* hath a ſure *Game*; or if he win *four* and can ſo divide the *Tricks* as one may win *two*, the other *three*, if not it's either *Codillio* or *Repueſto*; ſo the *Player* loſes, and makes good the *Stakes*.

It is called *Codillio* when the Player is *beaſted*, and another wins more *Tricks* than he; when this takes up the *Stakes* and the other makes it good.

Here Note, Although the other *two* always combine to make him loſe, yet they all do their beſt (for the common Good) to hinder any one from *winning*, only ſtriving to make it *Repueſto*; which is when the *Player* wins no more *Tricks* than another, in which caſe the *Player* doubles the *Stake* without any ones *winning it*, and remains ſo for the Advantage of the next *Player*.

Here Note, That *Kings* of any *Suit* are accounted as good *Trumps*, mean while all other *Cards* but *Kings* and *Trumps* to be diſcarded.

The *Player* having *taken in*, the next is to conſider the goodneſs of the *Game*, and to *take in* more or leſs for the beſt Advantage of his *Game*; neither is any for the ſaving a *Counter* or *two* to neglect the *taking in*, that the other may commodiouſly make up his *Game* with what *Cards* he hath left, and that

no

no good *Cards* may lie dormant in the *Stock*, except the *Player* plays without *taking in*, when they may refuſe to *take in*, if they imagine he hath all the *Game*.

When one hath a ſure *Game* in his Hand, he is to *play* without *taking in*, then the others are to give him each one of the great *Counters*; as he is to give them, if he *play*, without *taking in*, a *Game* that is not ſure and loſes it; if you *win* all the *Tricks* in your Hand or the *Voll*, they likewiſe are to give you one *Counter* apiece; but then you are to declare before the fifth *Trick* that you intend to *play* for the *Voll*, that ſo they keep their beſt *Cards*, which elſe, ſeeing you *win* five *Tricks* (or the *Game*) they may careleſly caſt away.

If you *renounce*, you are to double the *Stake*; as alſo if you have more or fewer *Cards* than *nine*, to which end you muſt carefully count your *Cards* in *dealing* and *taking in* before you look on them; beſides, according to the Rigour of the *Game*, if you ſpeak any thing tending to the Diſcovery either in your own Hand or another's (excepting *Gagno*) or *play ſo*, to hinder the making of *Repueſto* or *Codillio*, you are not fit to *play*.

Obſerve, That in *playing Trumps*, if any *plays* an ordinary one, and you have only the *three* beſt *Cards* or *Matadors* ſingly or jointly in your Hands, you may refuſe to *play* them

them without *renouncing*, becauſe of the Privilege which theſe *Cards* have, that none but *commanding* Cards can force them out of your Hand.

You are to ſay nothing when you *play* your *Card*, but I *paſs* or *play*, or *Gagno*, or *Gagno del Re* when you *play* your *Queen*, to hinder them from *taking it* with the *King*.

Now ſince it is impoſſible to provide againſt all *Accidents* in the *Game*, only take notice of theſe *general Rules*:

Firſt, Never *win* more than one *Trick*, if you cannot *win* more than *two*, becauſe of the Advantage you give the *Player* by it, in dividing the *Tricks*.

Secondly, You are to *win* the *Trick* always from the *Player* if you can, unleſs you let it *paſs* for meer Advantage, where the *ſecond* is to let it *paſs* to the *third*, if he have the likelier *Game* to *beaſt* the *Player*, or if he be likelier to *win* it. There may be diverſe Advantages in refuſing *to take* the *Player*'s *Trick*; but the chief is, if you have the *Tenaces* in your Hand, that is *two* Cards, and if you have the *Leading*, you are ſure to *loſe one* of them, if the *Player lead* to you, you are ſure to *win* them both: For Example, If you have *Spadillo* and *Baſto* in your Hand, and he have the *Mallillio* and another *Trump*, if you *lead* you *loſe one* of them; for either you *play* your *Spadillo*, and he *plays* the leſſer *Trump* upon

it, and *wins* your *Baſto* the next *Trick*, with his *Mallillio*, and ſo the contrary; whereas if he *leads* he *loſes*; for if he *leads* his *Mallillio*, you *win* it with your *Spadillo*, and with your *Baſto win* the other *Trump*, &c.

If you are not ſure to *win* five *Tricks*, having only three *Matadors*, and *Kings* your *auxiliary* Cards, if you have the *Leading*, *play* firſt a *Matador* or *two*, before you *play* your *Kings*, to *fetch out* his *Trumps*, which might have *trumped* them; and if you have three *Matadors* with *two* other *Trumps*, your beſt way is to *play* your *Matadors* firſt, to ſee where the *Trumps* lie; if both follow, you are ſure, if the *Trump* be *red*, there remains only one *Trump* in their Hands, if *black* none at all.

Laſtly, If the *Players* have but a weak *Game*, they are to imitate cunning *Beaſt-players* in *dividing* the *Tricks*, and *conſulting* to *play* their *Cards*. To conclude, Lay your *Tricks anglewiſe*, that you may with more eaſe *compute* them.

CHAP.

CHAP V.

LANTERLOO.

Lanterloo is a *Game* may be play'd ſeveral Ways, but I ſhall inſiſt on none but *two*; the *firſt* Way is thus,

Lift for *Dealing*, and the beſt *Putt* Card carries it; as many may *play* as the *Cards* will permit; to whom muſt be *dealt five* apiece, and then turn up *Trump*. Now if *three*, *four*, *five* or *ſix* play, they may lay out the *three*, *fours*, *fives*, *ſixes* and *ſevens*, to the intent they may not be quickly *loo'd*; but if they would have the *Loos* come faſt about, then *play* with the whole *Pack*.

Having *dealt*, ſet up *five Scores* or *Chalks*; and then proceed forwards in your *Game*.

He that is *eldeſt* Hand, hath the Privilege of *paſſing by* the *Benefit thereof*; that is, he hath the Advantage of hearing what every *one* will ſay, and at laſt may *play* or not *play*, according as he finds his *Game*, *good* or *bad*. If the *Eldeſt* ſays he *paſſeth*, the reſt may chuſe whether they will *play* or no.

You may *play* upon every *Card* what you pleaſe, from a *Penny* to a *Pound*. *Trumps* as at *Whiſt*, are the *beſt* Cards, all others in like

manner take their Precedency, from the *higheſt* to the *loweſt*.

You muſt not *revoke*, if you do, you *pay* all on the Table. If you *play* and are *loo'd* (that is *win* never a *Trick*) you muſt lay down to the *Stock* ſo much for your *five Cards* as you play'd upon every one of them.

Every *Deal* rub off a *Score*, and for every *Trick* you *win* ſet up a *Score* by you, till the firſt *Scores* are out, to remember you how many *Tricks* you have *won* in the ſeveral *Deals* in the *Game*.

All the *Chalks* for the *Game* being *rub'd out*, tell your own *Scores*, and for ſo many *Scores* or *Tricks* which you have *won*, ſo much as they were *valued at* in the *Game*, ſo much you muſt *take* from the *Stock*; thus muſt every one do, according to the number of *Tricks* he hath *won*.

Here Note, That he who hath *five Cards* of a *Suit* in his Hand, *loos* all the *Gameſters* then playing, be they never ſo many, and *ſweeps* the *Board*; if there be *two Loos*, he that is the *eldeſt* Hand hath the Advantage; but if there be a *Loo* of *Trumps*, that takes the Advantage from all, except any one hath *Pamm*, that is the *Knave of Clubbs*, who ſaves his *Loo*, and is paid for one *Trick* out of his *Stock*.

As there is *Cheating* (as they ſay) in all *Trades*, ſo more particularly intolerable in *Gaming*:

Gaming: As in this for Example, If one of the *Gameſters* have *four* of a *Suit*, and he want a *fifth*, he may for that *fifth* make an Exchange out of his own *Pocket*, if he be skill'd in the cleanly Art of Conveyance; if that fail, ſome make uſe of a Friend, who never fails to do him that kind Office and Favour. There are other *Cheats* to be performed, which I ſhall omit, ſince it is not my Buſineſs to teach you how *to cheat*, but ſo *to play* as not *to be cheated*.

Lanterloo another Way play'd.

LIFT for *Dealing* as aforeſaid, and the beſt *Putt* Card *Deals*, *five* to every one apiece. The *Dealer* for his *five* Cards muſt lay down ſo many *Sixpences*, *Shillings*, and ſo forth, as they conclude upon and agree for every *Card*, or ſo many *Counters* being valued at either *Sixpence* or *Twelvepence*, more or leſs. After this all muſt play; if any be *loo'd*, he muſt lay down ſo much for his *Loo* as his *five* Cards amount to. If any *Dealer* be *loo'd*, he muſt lay down as much for his *Dealing*, and as much more for his *Loo*.

If after this the *eldeſt* Hand *paſs*; the reſt may refuſe to play, or play if they think they can win a *Card*.

Here Note, If there be never a *Loo*, the Money may be divided by the *Gameſters*, ac-

cording to the number of their *Tricks*; if there be a *Loo*, the *Winners* muſt take up the Money, and he that is *loo'd*, muſt lay down as much Money on the Board as every one had laid down before, be it never ſo great a *Sum*, beſides the like quantity for *Dealing*, if he that was *loo'd* dealt.

CHAP. VI.

BANK AFALET, a Game on the Cards ſo called.

THE *Cards* muſt be cut into as many *Heaps* as there are *Players*, or more if you pleaſe, and every Man lays as much Money on his own *Card* as he thinks fit, or on the ſupernumerary *Heaps*. So many as the *Dealers* Card is inferior to, ſo many *he pays*; ſo many as his *Card* is ſuperior to, ſo many *he wins* from.

The beſt *Card* is the *Ace* of *Diamonds*, the next to that the *Ace* of *Hearts*, thirdly, the *Ace* of *Clubs*, and laſtly, the *Ace* of *Spades*, and ſo the reſt of theſe *Suits* in Order, according to their Degrees. The *Cheat* lies in ſecuring an *Ace*, or any other ſure *winning* Card, and if you mark the *Cards* aforehand, ſo as to know them by the Backſide, you know how to make your Advantage.

CHAP.

CHAP. VII.

BEAST.

IT is called by the *French La Bêt*, and is play'd by them after this manner. The beſt *Cards* are *King*, *Queen*, and ſo forwards. They make three *Heaps*, the *King*, the *Play*, and the *Triolet*.

To every one are *dealt* five *Cards* (they may play *three*, *four*, *five*, or more) as at *French Ruff*, with the ſame Rigour; before the *Cards* are *dealt*, every one *Stakes* to the three *Heaps*. He that *wins* moſt *Tricks* takes up the *Heap*, that is called the *Play*: He that hath the *King* takes up the *Heap* ſo called: And he that hath *three* of any ſort, that is, three *fours*, three *fives*, and ſo forth, takes up the *Triolet*.

CHAP. VIII.

BASSET, a French Game.

THIS *Game*, amongſt all thoſe on the *Cards*, is accounted to be the moſt *Courtly*, being properly, by the Underſtan-

ders of it, thought only fit for *Kings* and *Queens*, great *Princes*, *Noblemen*, &c. to play at, by reaſon of ſuch great Loſſes, or Advantages, as may poſſibly be on one ſide or other, during the Time of Play.

It is in its Nature not much unlike our late *Royal-Oak-Lottery*: And as that, by the Lottery-Man's having five *Figures* in *two*, and *thirty* for himſelf, muſt certainly be a conſiderable Profit to him in Length of Time; ſo here the *Dealer* that keeps the Bank, having the firſt and laſt *Card* at his own diſpoſal, and other conſiderable Privileges in the *Dealing* the Cards, has (without doubt) a greater Proſpect of Gaining, than thoſe that *play*: This was a Truth ſo acknowledg'd in *France*, That the *King* made a Publick Edict, that the Privilege of a *Talliere*, or one that keeps the Bank at *Baſſet*, ſhould only be allow'd to Principal *Cadets*, or Sons of great Families, ſuppoſing that whoever was ſo befriended, as to be admitted to keep the Bank, muſt naturally in a very ſhort Time, become Poſſeſſor of a conſiderable Eſtate.

But all others, for fear of ruining private Perſons and Families, are confin'd Politickly to a *Twelvepenny* Bank; tho' here they have the Liberty of Staking what they pleaſe.

The

The Terms of the *Game* are theſe.

Talliere,	The *Pay*,
Croupiere,	The *Alpiew*,
Punter,	*Sept-et-le-va*,
The *Faſſe*,	*Quinze-et-le-va*,
The *Couch*,	*Trent-et-le-va*,
The *Paroli*,	*Soiſſant-et-le-va*, &c.
The *Maſſe*,	

The Explanation of the Terms.

1. THE *Talliere* is he that keeps the Bank, who lays down a Sum of Money before all thoſe that play, to anſwer every *Winning* Card that ſhall appear in his courſe of *Dealing*.

2. The *Croupiere* is one that is aſſiſtant to the *Talliere*, and ſtands by to ſuperviſe the loſing *Cards*; that when there are a conſiderable Company at Play, he may not loſe by over-looking any thing that might turn to his Profit.

3. The *Punter* is a Term for every one of the *Gameſters* that play.

4. The *Faſſe* is the *firſt* Card that is turn'd up by the *Talliere*, belonging to the whole *Pack*, by which he gains half the Value of the Money that is laid down upon every *Card* of that ſort by the *Punters*.

5. The *Couch* is a Term for the *firſt* Money that every *Punter* puts upon each *Card*, every one that plays having a Book of *thirteen* ſeveral

veral *Cards* before him, upon which he may lay his Money, more or leſs, according to his Fancy.

6. The *Paroli* is a Term explain'd thus, That having won the *Couch* or *firſt Stake*, and having a mind to go on to get a *Sept-et-le-va*, you crook the Corner of your *Card*, letting your Money lie without being paid the Value of it by the *Talliere*.

7. The *Maſſe* is when you have won the *Couch*, or *firſt Stake*, and will venture more Money upon the ſame *Card*; which is only purſuant to the Diſcretion of the *Punter*, who knows or ought to know the great Advantages the *Talliere* has; and therefore ſhould be ſubtle enough to make the beſt of his own *Game*.

8. The *Pay* is when the *Punter* has won the *Couch* or *firſt Stake*, whether a *Shilling*, *Half-Crown*, *Crown*, *Guinea*, or whatever he lays down upon his *Card*, and being fearful to make the *Paroli*, leavs off; for by going the *Pay*, if the *Card* turns up wrong he loſes nothing, having won the *Couch* before, but if by this Adventure Fortune favours him, he *wins* double the Money that he ſtakes.

9. The *Alpiew* is much the ſame thing as the *Paroli*, and like that Term us'd when a *Couch* is won, by turning up or crooking the corner of the *winning* Card.

10. *Sept-*

10. *Sept-et-le-va* is the *firſt* great Chance that ſhews the Advantages of this *Game*: As for Example, If the *Punter* has won the *Couch*, and then makes a *Paroli*, by crooking the corner of his *Card*, as is ſaid before, and going on to a ſecond *Chance*, his *winning* Card turns up again, it comes to *Sept-et-le-va*, which is ſeven Times as much as he laid down upon his *Card*.

11. *Quinze-et-le-va* as next in its turn, is attending the *Punter*'s Humour, who perhaps is reſolv'd to follow his Fancy, and ſtill lay his Money upon the ſame *Card*, which is done by crooking the *third* corner of his *Card*, which coming up by the *Dealing* of the *Talliere*, makes him win *fifteen* Times as much Money as he ſtak'd.

12. *Trent-et-le-va* ſucceeds *Quinze-et-le-va*, and is mark'd by the lucky *Punter*, by crooking or bending the end of the *fourth* corner of his *winning* Card, which coming up, makes him Purchaſer of *three* and *thirty* Times as much Money as he laid down.

13. *Soiſſant-et-le-va* is the higheſt and greateſt Chance that can happen in the *Game*, for it pays *ſixty ſeven* Times as much Money as is ſtak'd, and is ſeldom *won* but by ſome lucky *Punter*, who reſolves to puſh the extream of his good Fortune to the Height: It cannot be *won* but by the *Talliere*'s *Dealing* the Cards over again, which if his *winning* Card

Card turns up, pays him with ſuch a prodigious Advantage.

And as I ſometimes have ſeen at the *Royal-Oak* Lottery (before mention'd) a Figure come up, that by ſome *Guineas* laid on it in full, by the *winning* eight and twenty Times as much has broke the Keeper of it; ſo by the Courage and extraordinary Luck of ſome puſhing *Punter* at this *Game*, ſome great Stake with *Soiſſant-et-le-va* may turn up, and by that means break the Bank.

But this very rarely happens; the *Talliere*, like the Lottery-Man, being a great deal more likely to break the *Gameſters* than they him. The Senſe of this great Advantage which the *Dealer* has (ſeveral Families having been ruin'd by Playing at it) has caus'd this *Game* to be modell'd to a *Twelvepenny* Bank in *France*.

The Order of the Game *is thus.*

THEY ſit down round a Table, as many as pleaſe, the *Talliere* in the midſt of them, with the Bank of Money before him, and the *Punters* each having a Book of *thirteen* Cards, laying down *one* or *two*, *three* or more as they pleaſe, with Money upon them, as Stakes; then he takes the *Pack* altogether in his Hand, and turns them up, the bottom *Card* appearing is call'd the *Faſſe*, and

and pays him half the Value of Money laid down by the *Punters*, upon any *Card* of that ſort as has been ſaid before.

The Manner of the Play *is thus.*

AFTER the *Faſſe* is turn'd up, and the *Talliere* and *Croupiere* have look'd round the *Cards* on the Table, and taken half the Advantage of the Money laid on them, he proceeds in his *Deal*, and the next *Card* appearing, whether *King*, *Queen*, *Ace*, or whatever it be, wins for the *Punter*, who may receive, if he has laid Money on ſuch a ſort of *Card* the Value, or making *Paroli* go on to a *Sept-et-le-va*, as has been ſaid, the Card after that wins for the *Talliere*, who takes Money from each *Punter*'s Card of that ſort, and brings it to his Bank.

The *Talliere*'s Manner of Expreſſion in Playing the *Game* is thus: If the *winning* Card be a *King*, and the next appearing after it be a *Ten*, then he ſays (ſhewing the *Cards* that appear to all the *Punters* round) *King* wins, *Ten* loſes, paying the Money to ſuch *Cards* as are of the *winning* Sort, and taking the Money to ſupply his Bank from thoſe that loſe; that done, he goes on with the *Deal*, as, *Ace* wins, *Five* loſes, *Knave* wins, *Seven* loſes, and ſo every other *Card* alternately *win-*

ning

ning and *loſing*, till all the *Pack* be dealt out but the *laſt* Card.

The *laſt* Card turn'd up (as I hinted before) is an Advantage to the *Talliere*; becauſe by the Rule of the *Game*, which was contriv'd for his Benefit, tho' it be turn'd up, and the *Punter* may happen to have ſtak'd upon one of the ſame ſort; yet it is allow'd as one of his Dues, in relation to his Office, and he pays nothing.

The *Punter* 'tis certain, who is luckily Adventurous and can puſh on his *Couch* to a conſiderable Stake, to *Sept-et-le-va*, *Quinze-et le-va*, *Trent-et-le-va*, &c. If he have the Fortune to arrive at that pitch, muſt in a wonderful Manner, multiply his *Couch* or firſt *Stake*; but that is ſo ſeldom done, conſidering the frequency of the *Punter's* Loſſes, in compariſon to the Bank's Advantage, that the dimmeſt Eye may eaſily ſee, without a pair of Spectacles, how much and conſiderable the Deſign of this Court *Game* is in the Favour of the *Talliere*.

The Liberty that is uſed by our *Engliſh* puſhing Adventurers at this *Game*, makes it of quite another kind than it is in *France*; for they (as has been ſaid) are compell'd by the Sovereign Authority to ſtint the Prodigal Humours in *Punting*, and are only to play at a *Twelvepenny* Bank, where the Loſſes or Gains cannot be ruinous, nor ſo extravagant

as

as to make a Deſolation in a Family: But here in *England*, the *Punters* being oblig'd by nò ſuch Confinement, have the Liberty to ſtake *one*, *two*, *three* Guineas or more upon a *Card*, as I frequently have ſeen ſome of the Nobility do at Court, which, the *Couch* being *Alpiew'd*, or *Paroli'd*, to *Sept-et-le-va*, *Quinze-et-le-va*, *Trent-et-le-va*, &c: (which does ſometimes happen) muſt needs redound extremely to the *Punter*'s Profit, who by the Advantage of the Multiplication, muſt undoubtedly raiſe his *Couch*, or *Stake* (if he be ſo couragious to make it valuable) to a very extraordinary Sum: And if he be ſo befriended by Fortune, to bring it to *Soiſſant-et-le-va*, he is very likely to break the Bank, by gaining a Sum ſo bulky, that 'tis probable at preſent the *Talliere* is not able to pay.

But this (like Snow in *Summer*) is a rarity that happens very ſeldom, 'tho it ſometimes has been, and therefore is indeed only a decoy for the *Punter* to urge him to venture his Stake boldly: The *Talliere*'s certain Advantage, for all this ſpecious Demonſtration of the *Punter*'s Probability of *winning*, being plainly obvious and unanſwerable, as ſhall further appear.

Suppoſe *Ten*, or any other Card *wins* for the *Punter*, if another *Ten* comes up juſt after, in the *winning* Card's Place, it does not *win* for him but for the Bank, but if it comes

comes up *three* or *four* Cards after that, it wins for the *Punter:* If *Ace* or any other *Card* wins at firſt, and afterwards comes up again, in the next *winning* Card's Place, it does not go; but by a Term they have for that Part of the *Game*, is ſaid to retire, till the next Opportunity, becauſe by the rule of the *Game*, it muſt go for the Bank before the *Punter*.

But then in return of this, and ſubtilly to gain the eſteem of all the young Adventurers, who are apt to ſet their Mony briskly, if the *Card* happens to come in the next loſing Place, it does not loſe, becauſe it has not gone for the *Punter*, but alſo retires without paying the Bank, having won a *Couch*, which the *Talliere* ſaves, and ſhould have paid.

To conclude, This *Game*, as the aforeſaid *Royal-Oak* Lottery was formerly, is of ſo tempting and decoying a Nature, by reaſon of ſeveral ſpecious Multiplications and Advantages, which ſeemingly it offers to the unwary *Punter*, that a great many like it ſo well, that they will in ſome Coffee-Houſes, and other Publick Places, play at ſmall *Games* rather than give out, and rather than not play at all, will *Punt* at a *Groat*, *Threepenny*, *Twopenny* Bank, ſo much the Hopes of winning the *Quinze-et-le-va*, and *Trent-et-le-va* intoxicates them; but the Judicious, whoſe

Love

Love of *Gaming* does not exceed his governable Underſtanding, will not engage at it; or if he does, will play ſo warily as not to be drawn by the ſeeming profitable Gloſſes, ſince 'tis moſt certain, that it cannot be upon the Square, and that the *Talliere*, if he pays you *twenty* Pound in one Night's Play, only gives you opportunity in another to loſe an *Hundred*.

CHAP. IX.

The Ingenious and Pleaſant Game of BRAGG.

THE Perſon appointed to have the *eldeſt* Hand, *deals* with the whole *Pack* about the Table, to thoſe that ſit and are deſirous to ſhare in the Gain and Diverſion. As many play at it as the *Cards* will hold out to ſupply, he *dealing* three apiece to each of the *Gameſters* at one time, turning up the *laſt* Card all round, belonging to every one there.

Each *Gameſter* is to put down *three* Stakes, one for each *Card*, as much or as little as the Humours of the Company will conſent to; whether *three* Guineas, *three* Crowns, *three* Shillings, *three* Sixpences, or what other

Stakes, according to their Qualities and Purſes, is thought convenient: And this being done, the Manner of playing the *Game*, is as follows:

The beſt *Card* turn'd up in the *Dealing* round, in its degree, beginning from *Ace*, *King*, *Queen*, *Knave*, and ſo downwards, through all the *Cards* of the Perſons ſitting, wins the *firſt* Stake, and the Perſon who has the Luck to have it *dealt* him, is to demand it from the Reſt, who pay it accordingly; unleſs the *Ace* of *Diamonds* be turn'd up amongſt them, which if ſhewn by a ſuperior Authority in the *Game*, is to be prefer'd, and wins the *Stake*. And note beſides, That tho' the *eldeſt* Hand that has an *Ace* carries it from the Reſt, by a kind of Deſcent; yet the *Ace* of *Diamonds*, by the aforeſaid Authority, even in the *youngeſt* Hand, which is the *laſt* Card that is *dealt*, wins the *Stake* from any other that is turn'd up before.

The next Principal Matter, and the main Thing by which the *ſecond* Stake is to be won, is called the *Bragg*, which by the Ingenuity of its Management, gives the *Game* its Name. The Nature of it is, That you are to endeavour to impoſe upon the Judgment of the Reſt that play, and particularly on the Perſon that chiefly offers to oppoſe you, by boaſting of *Cards* in your Hand, whether *Pair Royals*, *Pairs* or others, that are better

better than his or hers that plays againſt you; the beſt *Cards* you can have really to *bragg* of, are a *Pair Royal* of *Aces*, the next of *Kings*, *Queens*, &c. A *Pair Royal* of any ſort, winning from any *Pair* of the beſt ſort, as a *Pair* of any ſort, wins of any other *Cards* that are not *Pairs*.

But here you are to obſerve, That the witty ordering of this *Bragg*, is the moſt pleaſant Part of this *Game*; for thoſe that by faſhioning their Looks and Geſtures, can give a proper Air to their Actions, as will ſo deceive an unskilful Antagoniſt, that ſometimes a pair of *Fives*, *Treys*, or *Deuces*, inſuch a Hand, with the Advantage of his compos'd Countenance, and ſubtle Manner of over-awing the other, ſhall out-*bragg* a much greater *Pair Royal*, and win the *Stakes* with great Applauſe and Laughter on his Side, from the whole Company.

The *Knave* of *Clubbs* is here a Principal Favourite, as at *Pam*, and makes a *Pair* with any other *Card* in Hand, or with any other *two* Cards a *Pair Royal*, and is often in this *Game* very neceſſary to advance the Credit of the *Bragg*, to him that has the Aſſurance of impoſing upon the Company, and by ſuch convenient Confidence, the Advantage of winning the *ſecond* Stake.

The *third* Stake is won by the Perſon that firſt makes up the *Cards* in his Hand *one* and

thirty, each *Ace*, *King*, *Queen*, *Knave*, &c. going for *Ten*, and drawing from the Pack, as is usual in that *Game*; or in lieu of the *one* and *thirty*, if his Fortune will not oblige him, the neareſt to it may win, he having the Privilege to draw, or not to draw as he pleaſes, according as he finds it convenient, by the *Cards* that are in his Hand; for if he draws out, he loſes his *third* Stake.

Some very nice Players at this *Game*, make the *nine* of *Diamonds* a ſecond Favourite *Card*, with the *Knave* of *Clubbs*, to make a *Pair Royal* of *Aces*, ſo that thoſe two joyn'd with one *Natural Ace*, ſhall win from any *Pair Royal* of *Kings*, *Queens*, *Knaves*, or any other *Cards*, but a *Pair Royal* of *Natural Aces*.

The Perſon that is ſo lucky to win all the *three* Stakes, is to be rewarded by the whole Company of *Gameſters* round the Table, with *three* Stakes more, if they play the Strictneſs of the *Game*, which neceſſarily makes the *Winnings* and *Loſings* amount to a conſiderable Sum of Money; but very often our Modern *Gameſters* wave this Particular, and out of a decent Regard to their Pockets, content themſelves with the Satisfaction of the Pleaſure of the *Bragg*, rather than truſt to the uncommon good Fortune of winning the *three* Stakes, from the reſt of the diſappointed Company.

The

The *Deal* is to go round from Perſon to Perſon, and by the different Management of the *Bragg*, you may find very great Diverſion, ſome doing it ſo awkardly, with ſo little Cunning, and ſo ill an Addreſs, that the Defects or Value of their *Game* will preſently be diſcover'd, whilſt others with a more Comical Aſſurance, and by their ſubtle Management, will wittily Banter and Impoſe upon their Adverſaries, and ſeldom fail of their deſign'd Profit.

It is not fair for any of the *Gameſters*, that ſit near him that makes the *Bragg*, to peep into his Hand, or by any mute Sign or Token to give the Oppoſer any knowledge of the *Cards*, that he has in his Hand; becauſe it may chance that the Oppoſitions, natural to this *Game*, may draw on a conſiderable Sum of Money to be ſtak'd down, each of the *two* that are concern'd, valuing his own *Cards*, and leſſening thoſe of his *Antagoniſt*, as he thinks he has reaſon.

A very notable Damage, occaſion'd by one Perſons peeping into another's Hand, I once my ſelf chanc'd to be Spectator of. Some Gentlemen and Ladies, were caſually one Evening playing at this *Game*, when one of the *Gameſters*, who it ſeem'd was of the ſort of thoſe who were very skilful at the *Game* in general; but particularly ſo, at the ſubtle Management of the *Bragg*, and

by his artful Method and cunning Manner of Behaviour, had induc'd his Competitor to believe that he resolv'd to out-bounce him upon very low and insignificant *Cards*; but it was the Gentleman's good Luck at that Juncture, to have in his Hand far otherwise then he imagin'd, having been dealt two *Natural Aces* and the *Knave* of *Clubbs*, which joyn'd with the other *two*, made the greatest *Pair Royal* that could then possibly be dealt; and consequently proper to win also the greatest *Stake* that could be laid, he kept his Countenance demure, and with a Jesture neither overjoy'd nor desponding, made a *Bragg* of half a *Crown*; the other who had in his Hand a *Pair Royal* of *Kings*, and, as afterwards was discover'd, had, through the Imprudence of the *Dealer*, casually seen an *Ace* or *two* given about to other *Gamesters*, thinking himself also as secure as possible, answers with a *Crown*; his *Antagonist* then sets an *Angel*, and the Opposer immediately *twenty* Shillings, they still raising the *Stakes* every time, and *vying* with each other till the same amounted to *seven* Pounds, when as ill Fate for one of them would have it, a too curious Impertinent of the Female kind, who sat next to him that had the *Aces*, having a furious Itch upon her to know whether his repeated *Bragg* was upon a sure Foundation or no, could not forbear covertly

ly peeping into his Hand, and at the View was so surpriz'd, that on a sudden she gave a violent Shriek, and by that indiscreet and rash Noise, gave the *Gamester* with the *Pair Royal* of *Kings*, warning of his unavoidable Loss, giving him reason to cease the *Bragg*, and hinder the other's winning the further intended *Stakes*, which he declar'd he design'd to raise and go on with, till it came to a *hundred* Pounds. If in drawing for *one* and *thirty*, to win the *last* Stake, upon shewing the *Cards*, any *two* or more of the *Gamesters* should happen to have the same *Cards*, they are permitted to draw again, till they get either the *one* and *thirty* a better *Game*, or lose it by drawing out. And this is all I know significant, in the Ingenious and Pleasant *Game* of *Bragg*.

CHAP. X.

The Game of Picquet.

BEfore you begin the *Game* at *Picquet*, you must throw out of the *Pack* the *Deuces*, *Trays*, *Fours* and *Fives*, * and play with the rest of the *Cards*, which are in number *thirty* and *six*.

* These were the Rules of the Game when it was play'd with the *Sixes*, but

however the Rules hold for the Game as it is play'd at preſent without the *Sixes*, only when it is play'd without *Sixes* the Elder Hand is to take in *Five* of the *Eight* Cards in the Stock.

The uſual *Set* is an *Hundred*, not but that you may make it more or leſs; the *laſt* Card *deals*, and the *worſt* is the *Dealers*.

The *Cards* are all valued according to the number of *Spots* they bear, the *Ace* only excepted, which wins all other *Cards*, and goes for *eleven*.

The *Dealer Shuffles*, and the other *Cuts*, delivering what Number he pleaſes at a time, ſo that he exceed not *four*, nor *deal* under *two*, leaving *twelve* on the Table between them.

He that is the *Elder*, having look'd over his *Cards*, and finding never a *Court* Card among them, ſays I have a *Blank*, and I intend to diſcard ſuch a number of *Cards*, and that you may ſee mine, diſcard you as many as you intend; this done, the *Eldeſt* ſhews his *Cards*, and reckons *ten* for the *Blank*, then taking up his *Cards* again, he diſcards thoſe which he judgeth moſt fit. Here Note, He is always bound to that number which be firſt propounded. This being done, he takes in as many from the *Stock* as he laid out; and if it ſhould chance to fall out, that the other has a *Blank* too, the *Younger*'s Blank ſhall bar the Former, and hinder his *Picy* and *Repicy*, though the *eldeſt* Hand's *Blank* conſiſts of the *biggeſt* Cards.

It is no ſmall Advantage to the *Eldeſt* to have the Benefit of diſcarding, becauſe he may take in *eight* of the *twelve* in the *Stock*, diſcarding as many of his own for them, not but that if he find it more advantagious, he may take in a leſs number; after this, the *Antagoniſt* may take in what he thinks fit, acquitting his Hand of the like number. Here Note, That let the *Game* be never ſo good, the *Gameſters* are both obliged to diſcard *one* Card at leaſt. After the diſcarding, you muſt conſider the *Ruff*, that is, how much you can make of one *Suit*; the Eldeſt *firſt*, and if the Youngeſt makes no more, the *Ruff* is good, and ſets up *one* for every *Ten* he can produce: As for Example, For *thirty* reckon *three*, for *forty four*, and ſo onward; withal take notice, you are to count as many for *thirty five* as for *forty*, and as much for *forty five* as for *fifty*, and ſo of the reſt; but from *thirty five* to *thirty nine*, you muſt count no more than for *thirty five*, and ſo from *thirty* to *thirty four*, count no more than for *thirty*; and this Rule is to be obſerved in all other higher Numbers.

As for *Sequences* and their Value, after the *Ruff* is play'd, the *Elder* acquaints you with his *Sequences* (if he have them) and they are *Tierces*, *Quarts*, *Quints*, *Sixieſms*, *Septieſms*, *Huictieſms* and *Neufieſms*; as thus, *Six Seven* and *Eight*; *Nine Ten* and *Knave*; *Queen King* and

and *Ace*; which laſt is called a *Tierce Major*, becauſe it is the higheſt. A *Quart* is a *Sequence* of *four* Cards, a *Quint* of *five*, a of *Sixieſm* *ſix*, &c. Theſe *Sequences* take their Denomination from the *higheſt* Card in the *Sequence*. It is a *Tierce Major*, or a *Tierce* of an *Ace*, when there is *Queen*, *King* and *Ace*; a *Tierce* of a *King*, when the *King* is the beſt *Card*; a *Tierce* of a *Queen*, when there is neither *King* nor *Ace*, and ſo till you come to the loweſt *Tierce*, which is a *Tierce* of an *Eight*. You muſt reckon for every *Tierce* three, for a *Quart* four, but for a *Quint* fifteen, for a *Sixieſm* ſixteen, and ſo upward; now what ever you can make of all, you muſt add to your *Blank*, and count the whole together.

Here Note, That the biggeſt *Tierce*, *Quart*, or other *Sequence*, although there be but one of them, makes all the other leſs *Sequences* uſeleſs unto him, be they never ſo many; and he that has the biggeſt *Sequence*, by vertue thereof, reckons all his leſs *Sequences*, though his Adverſary's *Sequences* be greater, and otherwiſe would have drowned them.

Farther obſerve, That a *Quart* drowns a *Tierce*, and a *Quint* a *Quart*, and ſo of the reſt; ſo that he who hath a *Sixieſm*, may reckon his *Tierces*, *Quarts* or *Quints*, though the other may happen to have *Tierce*, *Quart*, &c. of higher Value than the others are, that hath

hath the *Sixieſm*; trace the ſame Method in all the other like *Sequences*.

After you have manifeſted your *Sequences*, you come to reckon your three *Aces*, three *Kings*, three *Queens*, three *Knaves*, or three *Tens*; as for *Nines*, *Eights*, *Sevens* and *Sixes*, they have no Place in this Account, for every *Ternary* you count *three*, and they are in value as it is in *Sequences*. *Aces* are the higheſt and beſt, *Kings* the next, after theſe *Queens*, then *Knaves*, and laſt of all Tens. The higheſt drowns the lower here, as in *Sequences*.

He that has three *Aces*, may reckon three *Queens*, *Knaves* or *Tens*, if he have them, though the other hath three *Kings*; and this is done by reaſon of his higher *Ternary*. Now he that hath four *Aces*, four *Kings*, four *Queens*, four *Knaves*, or four *Tens*, for each reckons *fourteen*, which is the reaſon they are called *Quatorzes*.

You muſt ſhew your *Point*, *Quint* or *Quart*, before you play, or elſe the other may reckon his, tho' inferior, upon ſhewing 'em.

Now they begin to play the *Cards*, the *Elder* begins, and the *Younger* follows in *Suit*, as at *Whisk*, and for every *Ace*, *King*, *Queen*, *Knave* or *Ten*, he reckons one.

A *Card* once play'd, muſt not be recall'd, unleſs he have a *Card* of the ſame *Suit* in his Hand. If the *elder* Hand plays an *Ace*, *King*, *Queen*,

Queen or *Ten*, for every ſuch *Card* he is to reckon *one*, which he adds to the number of his *Game* before; and if the other be able to play upon it a *higher* Card of the ſame *Suit*, he wins the *Trick*, and reckons *one* for his *Card*, as well as the other. Whoſoever wins the *laſt* Trick, reckons *two* for it, if he win it with a *Ten*, but if with any *Card* under, he reckons but *one*; then they tell their *Cards*, and he that hath the moſt, is to reckon *Ten* for them.

After this, each Perſon ſets up his *Game* with *Counters*, and if the *Set* be not up, *deals* again: Now a *Set* is won after this Manner, Admit that each Party is ſo forward in his *Game*, that he wants but *four* or *five* to be up, if it ſo happens, that any of the *two* have a *Blank*, he wins the *Set*, becauſe the *Blanks* are always firſt reckon'd; but if no *Blanks*, then comes the *Ruff*, next your *Sequences*, then your *Aces*, *Kings*, *Queens*, *Knaves* and *Tens*, next what *Cards* are reckon'd in Play, and laſt of all, the *Cards* you have won. If any of the *Gameſters* can reckon, either in *Blanks*, *Ruffs*, *Sequences*, *Aces*, &c. up to *thirty* in his own Hand, without playing a *Card*, and before the other can reckon any thing, inſtead of *thirty* he ſhall reckon *ninety*, and as many as he reckons after above his *thirty*, adding them to his *ninety*; this is known by the Name of a *Repicy*.

More-

Moreover, He that can make in like manner, what by *Blank*, *Ruff*, *Sequences*, &c. up to the ſaid Number, before the other has play'd a *Card*, or reckon'd any thing, inſtead of *thirty* he reckons *ſixty*, and this is called a *Picy*. Here Note, That if you can remember to call for your *Picy*, *or Repicy*, before you *deal* again, you ſhall loſe neither of them, otherwiſe you muſt.

He that wins more than his own *Cards*, reckons *ten*, but he that wins all the *Cards*, reckons *forty*; and this is called a *Capet*.

The Rules belonging to this *Game* are theſe, If the *Dealer* gives more *Cards* than his due, whether through miſtake or otherwiſe, it lies in the Choice of the *elder* Hand, whether he ſhall *deal* again or no, or whether it ſhall be play'd out.

He that forgets to reckon his *Blank*, *Ruff*, *Sequences*, *Aces*, *Kings*, or the like, and has begun to play his *Cards*, cannot recal them; ſo it is with him that ſhews not his *Ruff*, before he play his *firſt* Card, loſing abſolutely all the Advantage thereof.

He that miſreckons any thing, and has play'd one of his *Cards*, and his Adverſary finds at the beginning, middle, or end of the *Game*, that he had not what he reckon'd; for his Puniſhment, he ſhall be debar'd from reckoning any thing he really has, and his Adverſary ſhall reckon all he has; yet the other

other ſhall make all he can in Play. He that takes in more *Cards* than he diſcards, is liable to the ſame Penalty.

He that throws up his *Cards*, imagining he hath loſt the *Game*, mingling them with other *Cards* on the Table, though afterwards he perceive his Miſtake; yet he is not allow'd to take up his *Cards*, and play them out.

No Man is permitted to diſcard *twice* in one *dealing*.

He that has a *Blank*, his *Blank* ſhall hinder the other *Picy* and *Repicy*, although he hath nothing to ſhew but his *Blank*.

He that has four *Aces*, *Kings*, *Queens*, &c. *dealt* him, and after he has diſcarded one of the *four*, reckons the other *three*, and the other ſay to him, *it is good*; he is bound to tell the other, if he ask him, what *Ace*, *King*, *Queen*, &c. he wants.

If after the *Cards* are cleanly *cut*, either of the *Gameſters* know the upper *Card* by the Backſide; notwithſtanding this, the *Cards* muſt not be *ſhuffled* again. In like manner, if the *Dealer* perceive the other has *cut* himſelf an *Ace*, and would therefore *ſhuffle* again, this is not permitted; and if a *Card* be found faced, it ſhall be no Argument to *deal* again, but muſt *deal* on; but if *two* be found faced, then may he *ſhuffle* again.

Laſtly,

Laſtly, Whoſoever is found changing or taking back again any of his *Cards*, he ſhall loſe the *Game*, and be accounted a foul *Player*.

To conclude, with a ſmall but pleaſant Addition, 'tis not amiſs to inſert an Ingenious Song of Mr. *D'Urfey*'s, Famous at Court on this Subject.

Within an * *Arbor of Delight,* (* Ramſbury Mannor)
As ſweet as Bowers Elizian;
Where Famous Sidney *us'd to write,*
I lately had a Viſion:
Methought beneath a Golden State,
The turns of Chance obeying;
Six of the World's moſt noted Great,
At Picquet *were aPlaying.*

The firſt two *were the brave* Eugene,
With Vendoſme *Battel waging;*
The next a Nymph that to be Queen,
Her Monſieur was engaging;
The Fleur de Lis *old* Maintenon,
With ſanctify'd Carero;
And next above the ſcarlet Don,
Queen Ann, *with* Gallick Nero.

The Game *between the Martial Braves,*
Was held in diff'rent Caſes;
The French *Man got* Quatorze *of* Knaves,
But Prince Eugene *four* Aces:

And

And tho' the other's eldeſt *Hand,*
Gave Hopes to make a Jeſt on't;
Yet now the Point *who ſooneſt gain'd,*
Could only get the beſt on't.

From them I turn'd mine Eyes to ſee,
The Church-Man and the Lady;
And found her pleas'd to high Degree,
Her Fortune had been ſteady:
The Saints that cramm'd the Spaniſh *Purſe,*
She hop'd would ſoon oblige her;
For he had but a little Tierce,
When ſhe produc'd Quint Major.

And now between the King *and* Queen,
An Empire *was depending;*
Within whoſe mighty Games *were ſeen,*
The Art of State contending.
The Monſieur had three *Kings to win't,*
And was o'er Europe *roaming;*
But her full Point, Quatorze *and* Quint,
Won all and left him foaming.

CHAP.

CHAP. XI.

Primero, *a Spaniſh Game.*

THIS *Game* was anciently, amongſt the graver ſort of *Spaniards*, held in very great Eſteem, but it continued not long ſo; for ſince the late ingenious Invention of the *Spaniſh* Game, call'd *L'Ombre*, the Reputation it had is quite diminiſh'd, and the other in extraordinary Requeſt, as having a very divertive Addition, which the ancient *Primero* was defective in.

The main Difference between the two *Games*, is, That *Primero* is play'd with *ſix* Cards, and *L'Ombre* with *nine*; but as to the Terms or Appellations that they bear, they are much the ſame, *Spadillo* or the *Ace* of *Spades*, being here as there counted the beſt *Card*; and *two* or *three* may ſit down to play as they do at that.

They have, as *L'Ombre* has, *Baſto* the *Ace* of *Clubbs*, *Punto* for the *Ace* of *Trumps*, with *Manillio* the *Seven* of the *red* Cards, or *Deuce* of *black*; alſo *Matadors* being *Sequents* of the firſt *three* beſt Cards.

There is alſo another Variation between the *Games*, which gives this we are mentioning its Appellation, and that is, as at

L'Ombre, when any one has a ſure *Game*, and plays for the *Voll*, *Spadillo*, *Mallillio* or *Kings*, that are as good as *Trumps*, with the aforeſaid *Matadors*, intitle him to win; ſo here, He that has *Cinquo*, *Primero*, which is a *Sequence* of *five* of the beſt *Cards*, aſſiſted with *Spadillo*, or any other valuable *Trump*, is ſure to be ſucceſsful over his Adverſary.

Games *within the* Tables.

CHAP. I.

The Famous Game, *call'd* *VERQUERE*,

GAME originally, as our moſt famous *Gameſters* will tell you, from *Holland*, and is ſaid to be the only noted *Game*, upon the *Tables*, that they practice and are good at, it being very uſual and common amongſt 'em, to learn it in their Infancy or Childhood, by that early Beginning to become greater Proficients at their Maturity, and be the

the better able, when they are divertively engag'd, and their Buſineſs will allow leiſure, to excel and over-reach one another. The Manner of the *Game*, as they play it there, or as we here in *England*, who have alſo learn'd to be Proficients at it, is after this *Manner*:

All the *Table-Men* are plac'd on the *Ace-Point*, where you ſet the *two* Men at *Back-Gammon*; and as at that *Game* bring 'em round into your own *Tables*, but with different Circumſtances, as by further Inſtructions will appear; for in the firſt Place, You are not allow'd to make a *Point* in either of your *Tables* next your Adverſary, the further *Ace-Point* excepted, for there you may do it as your Ingenuity and Diſcretion does beſt direct you; but you may take as many *Points* in your own *Tables* as you think good, to advantage your own *Game*, and by ſo doing, to hinder your Adverſary from approaching you, or by the luckineſs or fortune of his Throws to get the better of it.

In the next Place then, you are to obſerve, That this *Game* is commonly play'd *double* and *ſingle*; the *Double* is called *John*, which is a particular Benefit that your Adverſary gets upon you, if his Luck in throwing be extraordinary; but in ſuch a Caſe you can never be *John'd*, except you have more *Men* than you can enter upon *ſix* Points, that is to

ſay, *ſeven* Men, which is *one* more, as is eaſily obſerv'd, than your *Points* will bear; and in ſuch a Caſe you muſt yield the *Double*, and conſequently your *Game* is in danger to be loſt.

Note, That tho' you always *Point* as your *Caſt* affords you convenience, and to the beſt Advantage of your *Game*; yet you cannot enter *two* Men upon any *Point*, and in that Particular this famous *Game* of *Verquere* is ſingular from others, that, either abroad or here, are known upon the *Tables*.

You play *Doublets*, and at laſt bear away all your *Men*, as at *Back-Gammon*, and the Art is in managing your Throws to make your *Game* proper; for this, whilſt your Adverſary by ill throwing or indifferent Management lags behind, is very convenient for you to be skill'd at. Note alſo, That when you have more *Men* to enter, than you have open *Points* to receive them, you are to let your Adverſary throw, which I have ſeen for a conſiderable ſpace of Time, until by playing his *Men* forward (contriving as much as poſſible he can to gain the Preheminence, and put back your *Game)* he makes room for you by a Vacancy; elſe perhaps the Nature of this Diverſion is ſuch, That the *Game* may hold out a Month, or Time out of Mind, there being no Poſſibility of going on, till you have the Privilege by his open-

ing

ing the Paſſage for you on the *Tables*, to enter your remaining *Men*.

Note too, That if you hit any of your Adverſary's *Men* by a fortunate *Caſt* of your *Dice*, and that he has the favourable Fortune preſently after, to hit you again; in ſuch a Caſe, which indeed is not very common at this *Game*, if there be not room for you to enter in his *Tables*, nor for him to perfect the Advantage of his Throw to enter in yours; it's the Nature of this *Game*, that you muſt loſe it *double*, you being the firſt to throw. This and the reſt of the Accidents of *Verquere*, are like moſt of the reſt on the *Tables*, preſently to be explain'd and underſtood, by taking an Occaſion to ſee it play'd.

CHAP. II.

Of TICK-TACK.

ALL your *Men* muſt ſtand on the *Ace-Point*, and from thence play forward; but have a Care of being too forward, or ſo at leaſtwiſe, that *Doublets* reach you not.

Secure your *Sice* and *Cinque-Point*, whatever you do, and break them not, unleſs it be when you have the Advantage of going in, which is the greateſt Advantage you can

have next to a Hit; for your Adversary's *eleventh* Point standing open, you have it may be the Opportunity of going in with *two* of your Men, and then you win a *double* Game. A *Hit* is but *one*, and that is, when you throw such a *Cast*, that some one of your *Men* will reach your Adversary's unbound; but sometimes though it hits it will not pass, by reason of a stop in the Way, and then it is nothing. Sometimes it is good going over into your Adversary's *Tables*; but it is best for an *After Game*.

Playing close at Home is the securest way, playing at Length is both rash and unsafe, and be careful of binding your Men when you lie in danger of the Enemy. Moreover, If you see you are in danger of losing a *double* Game, give your Adversary *one*; if you can, it is better doing so, than losing *two*.

Here Note, If you fill up all the *Points* of your second *Table* with your own *Men*, you win *two*, and that you may prevent your Adversary from doing so (if you are in danger thereof) if you can, make a vacant *Point* in his *Tables*, and it is impossible for him to do it.

This is the plain *Game* of *Tick-Tack*, which is so called from *Touch* and *Take*; for if you touch a *Man*, you must play him though to your Loss; and if you *hit* your Adversary,

and

and neglect the Advantage, you are taken with a *Why-not*, which is the Loss of *one*: Likewise if you are in, and your *Cast* is such that you may also go into your Adversary's *eleventh* Point, by *two* other *Men*, and you see it not, either by carelesness or eager Prosecution of a *Hit*, which is apparent before your Eyes, you lose *two* irrecoverably. Besides, It is a very great oversight, as your *Men* may stand, not to take a *Point* when you may do it.

Now some play this *Game* with *Toots*, *Boveries* and *Flyers*: *Toots* is, when you fill up your *Table* at Home, and then there are required smalls *Throws*; for if you get over with a *Sice*, you have no Benefit of *Toots*.

Boveries is, when you have a *Man* in the *eleventh* Point of your own *Tables*, and another in the same *Point* of your Adversary's directly answering.

Flyers is, when you bring a *Man* round the *Tables*, before your Adversary hath got over his *first* Table, to the effecting of which, there is required very high throwing on your Side, and very low throwing on his.

Much more might be said as to the Craft of the Play, which cannot be so well discovered as from Observation, in your own or others playing.

CHAP. III.

The Noble and Courtly Game *at* Tables, *call'd* Grand-Tricktrack,

IS, as I am inform'd by the Skilful at theſe Diverſions, and ſuch as as have ſearch'd into its Original, a *French* Invention; and moſt commonly us'd by Perſons of the firſt Quality, it being in repute, ſecond to the hereafter mentioned difficult and Royal *Game* at *Cheſs*.

To lead the Reader then into the Knowledge of this Matter, he muſt firſt be inform'd, that the *Table-Men* are to be plac'd on the Side of the *Tables*, exactly as they are at the *Game* before recited, call'd *Tick-Tack*. Next then it is to be obſerv'd, That beſides the *Table-Men* with which you play, there are *three* other Pieces to be us'd, call'd *Markers*, whether *Halfcrowns*, or *Halfpence*, or any other Coin; the uſe of which *three* Pieces, or *Markers*, is as follows;

They are to mark the Throws of your *Dice*, on the *Points* of your *Tables*, that are advantagious to you: For Example, If in your *firſt* Tables you make *ſingle* Toots, in *three* Caſts or Throws, you mark with *one* Marker *four*.

There

There are *twelve* Holes on the Sides of your *Tables* with *Pegs* in them, for the uſe of this *Game*: Note then, That *twelve* Marks gain'd on the *Points* of your *Tables*, make *one* Hole, and *twelve* Holes make up the *Game*, if you agree to it, elſe leſs or more; if you fill up your *Points*, for every *ſingle* Throw on the *Dice*, you make *four*, and for *Doublets* ſix, and may hold your *Game* as long as you think convenient, that is, play on without breaking up your own and your Adverſary's, if you believe you ſhall get no Advantage by beginning again.

If you hold with your *double* Men in your *Tables*, before you can make a *Point*, and your Adverſary can't fill his *Tables*, you are oblig'd with your Man to paſs over into his *Tables*, tho' it be commonly a Diſadvantage; but if he throws ſo well as to fill up, then it alters the Matter, and you cannot paſs. Note, That when you have mark'd *twelve* with your *Marker*, which as I ſaid before, makes up *one* Hole, you may go off, break up your *Tables*, and begin again, provided you have the *Dice*, or elſe you can't.

If in playing this *Game*, you touch a Man raſhly, as intending to play it, and think to change it for another; the Severity in this Caſe, is as ſevere as at *Tick-Tack*, and you are oblig'd to play it as you before intended.

Note,

Note, That as to thoſe *Men* that are oblig'd to paſs over into the Adverſary's *Tables*, if he *hits* them, he *marks* thus,

For every *ſingle* Throw *four*, for *Doublets* ſix; and if at any time by your good Fortune in *throwing*, you can mark over and above *twelve*, you muſt then mark a *Hole*, or elſe *two*, if you go *double*, and the Overplus remaining, is called *to the Good*, provided you don't break your *Game*: You can't go off, nor break your *Tables*, by your Adverſary's *Throws*. And Note, That if you chance to make more or leſs than is right, 'tis in his Power to take the Advantage, put you back, or oblige you to *mark* full. This is the Beginning of the *Game*, and what is moſt conſiderable in your *firſt* Tables.

Now, as to your Adverſary's *ſecond* Tables, for every *Man* you *hit* of his with a *ſingle Die*, you mark but *two*, and for *Doublets* four; tho' in his *firſt* Tables, *four* for each *ſingle Die*, and *ſix* for *Doublets*.

If you chance to *hit* a *Blott* or *two* in your Adverſary's *Tables*, and can't paſs by reaſon of his *Men* ſtanding in your Way, and hindring you; it is allowable for him to take the Advantage of *marking* by your Throw in both *Tables*, as before mentioned.

The *Ace-Point* of both *Corners* in the *ſecond* Tables, which we take, and very much Advantage our *Game* with at *Tick-Tack*, by making

king a *double* Game, cannot be divided here, nor fill the *Corners* as at that *Game*; tho' in lieu of that Convenienoe, if the *Dice* favour, for each *ſingle* Caſt you mark four, and for *Doublets* ſix.

Then as to that Part of the *Game*, call'd *Gens des Retour*, or the *Back-Bame*, which is the latter Part. Next, Bearing off your *Men* as is us'd at *Back-Gammon*, you play your *Men* as faſt as you can into his *Tables*, endeavouring to fill up the *Points*, as at the *Fore-Game*, which being done, you bear off your *Men*; only there is one Diſtinction between this and *Back-Gammon* (noted before) that as *Doublets*, thrown at the *laſt* Caſt, gives conſiderable Advantage to the *Gameſter* there, 'tis here of no value, nor gives any Addition to the Throw.

Note, That if at any time you break up you *Tables*, and diſorder your *Men*, except by gaining *twelve* Points you can mark a *Hole*; 'tis in your Adverſary's Power to oblige you to hold your *Game* on ſtill, and to play all the *Table-Men* you have ſo touch'd and diſorder'd, to his own Advantage.

Note alſo, That we diſtinguiſh the *Single* from the *Double*, in this manner, If your Adverſary, by his ill Fortune in *throwing*, has no *Points* on his *Tables* mark'd, altho' your Throw is *ſingle*, yet ſtill you may mark a *double* Point; but if otherwiſe he has ſuch

good

good Luck by the *Dice*, to have any *Point* to mark, then he comes *double*, which you are to take off again, if you can *hit* him.

These are all the Passages that are considerable in this Courtly and much used *Game* of *Grand-Tricktrack*, which tho' easily to be comprehended by those who divert themselves with playing often at *Tables*, and especially such who have any insight into the before mentioned *Game* of *Tick-Tack*, of which this *Game* is observ'd to make a Compleatment, by adding more Parts and Embellishments; yet the most ready way for a young *Gamester*, who is desirous to learn it, is to see *two* that are skilful play at it, and then taking notice of these Instructions, he will presently be let into the Secret.

CHAP. IV.

Of IRISH.

IRISH is an ingenious *Game*, and requires a great deal of Skill to play it well, especially the *After Game*. It is not be learn'd otherwise than by Observation and Practice, however I shall lightly touch hereon.

The *Men*, which are *thirty* in number, are equally divided between you and your Adversary,

verſary, and are thus placed, *two* on the *Ace-Point*, and *five* on the *Sice* of your left Hand *Table*, and *three* on the *Cinque*, and *five* on the *Ace-Point* of your right Hand *Table*, anſwer'd on the like *Points* by your Adverſary's *Men* with the ſame number; or thus, *two* of your *Men* on the *Ace-Point*, *five* on the *double Sice*, or *Sicie Cinque-Point*, *three* on the *Cinque-Point* in your own *Tables*, and *five* on the *Sice-Point* at Home, and all theſe *pointed* alike by your Adverſary.

In your Play, have a Care of being too forwards, and be not to raſh in *hitting* every *Blot*, but with Diſcretion and Conſideration move ſlowly but ſecurely; by which means, though your Adverſary have fill'd his *Tables*, but withal *Blots*, and you by *hitting* him enter, you may win the *Game*; nay ſometimes though he hath born his *Men* all to a very few.

'Tis the Part of a prudent Commander, as he leads out his *Men*, to bring them Home as ſafe as he may; ſo muſt you have a Care of your *Men*, as you are bringing them Home, that they are not pick'd up by the Way.

Have a ſpecial Care that your Adverſary *double* not the *Trey*, *Ace-Point* with his *Men*, and ſo make what convenient haſte you can to fill up your own *Tables*, and beware of *blotting*; that done, bear as faſt as you can.

For

For an *After-Game* I know not what Inſtructions to give you, you muſt here truſt to your own Judgment and the Chance of the *Dice*, and if they run low for ſome time, it will be ſo much the better.

CHAP V.

Of Back-Gammon.

YOUR *Men* are placed as at *Iriſh*, and *Back-Gammon* differs but very little from it, but in *Doublets*, which at this *Game* is play'd fourfold; which makes a quicker Diſpatch of the *Game* than *Iriſh*.

Be ſure to make good your *Trey*, *Ace-Points*, hit boldly and come away as faſt as you can, to which end if your *Dice* run high, you will make the quicker Diſpatch.

When you come to *bearing*, have a Care of *making* when you need not, and *Doublets* now will ſtand you moſt inſtead.

If both *bear* together, he that is firſt off without *Doublets* wins *one*.

If both *bear*, and *one* goes off with *Doublets*, he wins *two*.

If your *Table* be clear, before your Adverſary's *Men* be come in, that is a *Back-Gammon*, which

which is *three*; but if you thus go off with *Doublets*, it is *four*.

False *Dice* are much used at *Irish* and *Back-Gammon*, for the Benefit of entring; wherefore have a special Care that you have not *Cinque-Deuces*, and *Quarter-Treys* put upon you; you may quickly perceive it by the running of the *Dice*.

The Person that is cunning at play, has great Anvantage of a Novice or ignorant Man, which is commonly by *topping* or *knaping*, which by its often practice may be suspected by his Adversary; then he has recourse to *Dice*, which runs particular Chances for his Purpose, which the other being ignorant of, is almost an equal Advantage with the former: For Example, He provides *Dice* that run 6, 5, 4, 'tis his Business to secure those Points; so that if he happens to surprize any of your *Men* coming Home, as 'tis two one but he does, he does without a kind of Miracle win the *Set*.

'Tis possible sometimes they may make use of 3, 2, which are the low Chances; but that they seldom do for this Reason, The high or forward *Points* being supply'd, you must enter if at all upon the low *Points*, which keeps you backwards and gives him Advantage. The Advantage of this *Game* is to be forward if possible upon safe Terms, and to *point* his *Men* at that rate, that it shall

not

not be possible for you to pass, though you have entred your *Men*, till he gives you Liberty, having two to one the Advantage of the *Game*.

Games *without the* Tables.

CHAP. I.

Of Inn and Inn.

INN *and Inn* is a *Game* very much used in an *Ordinary*, and may be play'd by *two* or *three*, each having a *Box* in his Hand. It is play'd with *four* Dice. You may drop what you will, *Sixpence*, *Shillings* or *Guineas*; every *Inn* you drop, and every *Inn and Inn* you sweep all; but if you throw out, if but *two* play, your Adversary wins all; if *three* play, that *Out* is a *Bye* between the *two* others *Gamesters*, which they may either divide or throw out for it. Here you are to observe, That *Out* is when you have thrown no *Doublets* on the *four* Dice: *Inn* is when you

you have thrown *two Doublets* of any ſort, as *two Aces*, *two Deuces*, *two Kings*, &c. *Inn and Inn*, is when you throw all *Doublets*, whether all of a ſort or otherwiſe, *viz. four Aces*, *four Deuces*, or *four Cinques*, or *two Aces*, *two Deuces*, *two Treys*, *two Quaters*, or *two Cinques*, *two Sixes* and ſo forth.

Your Battel may be as much and as little as you will, from *twenty Shillings* to *twenty Pounds*, and ſo onward to a *thouſand*; which Battel is not ended till every *Penny* of that Money agreed upon for the Battel be won; and it is but requiſite, for it is frequently ſeen, that in a Battel of *ten* Pounds, a Gentleman has been reduced to *five* Shillings, and yet has won at laſt the Battel.

For a *Gameſter*, that would win without hazording much his Money, *Dice* that will run very ſeldom otherwiſe but *Sixes*, *Cinques*, *Quaters*, &c. are very neceſſary: If thoſe Inſtruments are not to be had, a *Taper-Box* will not be amiſs, that as the *Dice* are thrown in, may ſtick by the Way, and ſo thrown to advantage. I have heard of one, who having ſpent the major Part of his Patrimony in good Fellowſhip, and ſuch Paſtimes as the Heat of Blood, with vigorous Youth moſt proſecute; at length conſider'd how he ſhould live hereafter, and finding but ſmall Encouragement at Home, and leſſer Abroad, thought, if he could contrive a way to win a

conſiderable Sum at play (having been a great Loſer himſelf) that ſhould be the Baſis of his future Settlement; after various Conſultations within himſelf, he at length contrived this Stratagem, He cauſed a *Box* to be made, not as they are uſual, ſcrewed within, but ſmooth, and procured it to be ſo well painted and ſhadowed within, that it look'd like a ſcrew'd *Box*; now this *Box* was but half Board wide at top, and narrow at bottom, that the *Dice* as aforeſaid might ſlick, and the *Box* being ſmooth, would come out without tumbling. With this *Box* he went and play'd at *Inn and Inn*, by virtue whereof, and his Art of raking up and throwing in his *Dice* into the *Box*, he got the *firſt* Night a *thouſand* Pounds, and the next Night *two hundred* a Year, with a Coach and ſix Horſes, which Coach and Horſes (being very valuable) he ſold; but the Eſtate he lives on to this Day, with great Improvements, and never would handle a *Dye* ſince, well knowing how many worthy Families it has ruin'd.

CHAP.

CHAP. II.

Of PASSAGE.

Paſſage is a *Game* at *Dice*, to be play'd at but by *two*, and it is performed with *three Dice*. The *Caſter* throws continually, till he has thrown *Doublets* under *ten*, and then he is out and loſes, or *Doublets* above *ten*, and then he *paſſes* and wins; high Runners are moſt requiſite for this *Game*, ſuch as will rarely run any other Chance than *four*, *five* or *ſix*, by which means, if the *Caſter* throws *Doublets*, he ſcarcely can throw out. There is the ſame Advantage of the ſmooth Taper-Box aforeſaid, in this *Game*, as at *Inn and Inn*; with the like Benefit of the *Dice*, whether by *palming*, *topping*, *ſlurring or knaping*.

CHAP. III.

Of HAZARD.

Hazard is a proper Name for this *Game*; for it ſpeedily makes a Man or undoes him; in the twinkling of Eye, either a Man or a Mouſe.

This *Game* is play'd but with *two Dice*, but there may play at it as many as can ſtand round the largeſt Table.

There are *two* Things chiefly to be obſerved, that is, *Main* and *Chance*; the *Chance* is the *Caſter*'s, and the *Main* their's who are concerned in play with him. There can be no *Main* thrown above *nine*, nor under *five* ſo that *five*, *ſix*, *ſeven*, *eight* and *nine*, are the only *Mains*, and no more which are flung at *Hazard*; *Chances* and *Nicks* are from *four* to *ten*, thus *four* is a *Chance* to *nine*, *five* to *eight*, *ſix* to *ſeven*, *ſeven* to *ſix*, *eight* to *five* and *nine* and *ten* a *Chance* to *five*, *ſix*, *ſeven* and *eight*; in ſhort, *four*, *five*, *ſix*, *ſeven*, *eight*, *nine* and *ten*, are *Chances* to any *Main*; if any of theſe *Nick* it not: Now *Nicks* are either when the *Chance* is the ſame with the *Main* as *five* and *five*, *ſix* and *ſix*, *ſeven* and *ſeven*, and ſo on; or *ſix* and *twelve*, *ſeven* and *eleven*, *eight* and *twelve*: Where Note, That *twelve* is out to *nine*, *ſeven* and *nine*; and *eleven* is out to *nine*, *eight*, *ſix* and *five*; *Ames-Ace*, and *Deuce-Ace*, are out to all *Mains* whatever.

That I may the better illuſtrate this *Game*, it will not be amiſs to give one Example for your better Information, *Seven*'s the *Main*, the *Caſter* throws *five*, and that's his *Chance*, and ſo has *five* to *ſeven*; if the *Caſter* throw his own *Chance*, he wins all the Money was

ſet

ſet him; but if he throw *ſeven*, which was the *Main*, he muſt pay as much Money as is on the Board: If again, *ſeven* be the *Main*, and the *Caſter* throws *eleven*, that is a *Nick*, and ſweeps away all the Money on the Table; but if he throw a *Chance*, he muſt wait which will come firſt: Laſtly, If *ſeven* be the *Main*, and the *Caſter* throws *Ames-Ace*, *Deuce-Ace*, or *twelve*, he is out; but if he throw from *four* to *ten*, he has a *Chance*, tho' they are accounted the worſt *Chances* on the *Dice*, as *ſeven* is reputed the beſt and eaſieſt *Main* to be flung; thus it is in *eight* or *ſix*, if either of them be the *Main*, and the *Caſter*'s throw either *four*, *five*, *ſeven*, *nine* or *ten*, this is his *Chance*, which if he throw firſt, he wins, otherwiſe he loſes; if he throw *twelve* to *eight*, or *ſix* to the ſame *Caſt* with the *Main*, he wins; but if *Ames-Ace* or *Deuce-Ace*, to all he loſes; or if *twelve* when the *Main*, is either *five* or *nine*. Here Note, That nothing *Nicks five* but *five*, nor nothing *nine* but *nine*.

Four and *five* to *ſeven*, is judged to have the worſt on't, becauſe *four* (called by the Tribe of *Nickers* little *Dick Fiſher*) and *five* have but *two Chances*, *Trey-Ace* and *two Deuces*, or *Trey-Deuce* and *Quarter-Ace*, whereas *ſeven* hath *three Chances*, *Cinque-Deuce*, *Siz-Ace*, and *Quater-Trey*; in like Condition is *nine* and *ten*, having but *two Chances*, *Siz-Trey*, *Cinque*

Cinque and *Quater*, or *Siz-Quater* and *two Cinques*.

Now *six* and *eight* one would think, should admit of no difference in Advantage with *seven*; but if you will rightly consider the Case, and be so vain to make trial thereof, you will find a great Advantage in *seven* over *six* and *eight*. How can that be you will say, has not *six*, *seven* and *eight*, *eight* equal *Chances*? For Example, in *six*, *Quater-Deuce*, *Cinque-Ace* and *Two Treys*; in *eight*, *Siz Deuce*, *Cinque-Trey* and *Two-Quaters*, and has not *seven three* as the same? It is confest, but pray consider the Disadvantage in the *Doublets*, *Two-Treys* and *Two-Quaters*, and you will find that *Siz Deuce* is sooner thrown than *Two-Quaters*, and so consequently *Cinque Ace* or *Quater-Deuce* sooner than *Two-Treys*. I saw an old Rook once take up a young Fellow in a Tavern, upon this very Score: The Bargain was made that the Rook should have *seven* always, and the young Gentleman *six*, and throw continually; agreed, to play they went, the Rook got the first Day *ten* Pounds, the next Day the like Sum; and so for six Days together winning in all *threescore* Pounds; notwithstanding the Gentleman I am confident had square *Dice*, and threw them always himself. And farther, to confirm what I alledg'd before, not only this Rook, but many more

have told me, that they desir'd no greater Advantage than to have *seven* always, and the *Caster* to have *six*. Here Note, it is the Opinion of most, that at the first throw the *Caster* hath the worst on't.

Certainly *Hazard* is the most bewitching *Game* that is play'd on the *Dice*; for when a Man begins to play, he knows not when to leave off; and having once accustom'd himself to play at *Hazard*, he hardly ever after minds any thing else: I have seen an old Man about the Age of *Seventy* play at an Ordinary, when his own Eyes were so defective, that he was forced to help them with a pair of Spectacles; and having an Opportunity one Day to speak to him, How a Man of his Years could be so vain and boyish to mind Play still, insisting withal upon the folly of that Action to hazard his Money, when he had not sight enough remaining to discern whether he had won or lost: Besides Sir, said I, you cannot but hear how you are derided every time you come to the Ordinary; one says, here comes he that cannot rest quiet, but will cry without the rattle of the *Dice*; another cries, certainly such a One plays by the Ear, for he cannot see to play. Let them talk what they will, said the Gentleman, I cannot help it, I have been for above *forty* Years so us'd to play, that should I leave it off now, I were as good

ſtop thoſe Iſſues about me, which have been inſtrumental in the Preſervation of my Life to this length of Time.

To conclude, Happy is he that having been much inclined to this time-ſpending-money-waſting *Game*, hath took up in Time, and reſolved for the future never to be concerned with it more; but more happy is he that has never heard the Name thereof.

CHAP. IV.

Of a Game at Chefs.

CHeſs is a Royal *Game*, and more difficult to be underſtood than any other *Game* whatever, and will take up ſometimes in the playing ſo long a time, that I have known *two* play a Fortnight at times before the *Game* has been ended: And indeed I believe the tedioufneſs of the *Game*, has caus'd the Practice thereof to be ſo little us'd; however, ſince this Paſtime is ſo highly ingenious, that there is none can parallel, I ſhall here lay down ſome brief Inſtructions tending to the Knowledge thereof.

The firſt and higheſt is a *King*, the next in height is a *Queen*, the cloven Heads are *Biſhops*; they who have Heads cut aſlaunt like

like a Feather in a Helmet are called *Knights*, the laſt are called *Rocks*, with a round button'd Cap on his Head, and theſe ſignifie the Country and Peaſantry, the *Pawns* are all alike, and each Nobleman hath one of them to wait upon him.

The *Chefs-Men* ſtanding on the Board, you muſt place the *white King*, in the *fourth* Houſe, being *black* from the Corner of the Field in the firſt and lower *Rank*, and the *black* King in the *white* Houſe, being the *fourth* on the other ſide, in your Adverſary's firſt *Rank*, oppoſite to the white *King*; then place the *white* Queen next to the *white King*, in a *white* Houſe, which is the *fourth* on that ſide of the Field; likewiſe the *black* Queen in a *black* Houſe, next to a *black* King in a ſame *Rank*.

Then place on the other ſide of the *King*, in the ſame *Rank*, firſt a *Biſhop*, becauſe he being a Man of Counſel, is placed before the *Knight*, who is a Man of Action or Execution; the *Knight* after the *Biſhop*, and after the *Knights* place the *Rook* (who is a Peaſant or Countryman) in the laſt Place or Corner of the Field: Place alſo on the *Queen*'s Side, and next to her a *Biſhop*, next a *Knight*, and then a *Rook*; the *Pawns* take up the laſt Place, one of which you muſt place before each Nobleman as Attendants; ſo that theſe Great or Noblemen fill up the

firſt

firſt Rank, and the *Pawns* the *ſecond*, from one Corner of the Field to the other; and as many great *Men* and *Pawns* as belong to the *King*, ſo many hath the *Queen*, viz. *three* great *Men* and *four* Pawns apiece, that is, one *Biſhop*, one *Knight*, and one *Rook* with their *Pawns*.

Having thus plac'd and order'd your *Men*, you muſt in the next Place conſider their *March*, how they advance and take Guard and Check.

The *Pawns* do commonly begin firſt the Onſet, and their March is forward in their own File, one *Houſe* at once only and never backward; for the *Pawns* alone never retreat, the Manner of his taking Men is Sideways in the next *Houſe* forward of the next *File* to him on either Side, where when he has captivated his Enemy, and placed himſelf in his Seat, he proceeds and removes forward one *Houſe* at once in that *File*, until he find an Opportunity to take again.

The *Pawn* guards a *Piece* of his Side, which ſtands in that Place, where if it were one of the contrary Party, he might take it. In likemanner the *Pawn checks* the *King*, viz. as he takes not as he goes with, *Check*, if the adverſe *King* cannot ſhun, either by taking up the *Pawn* himſelf (if the *Pawn* be unguarded, or occaſion his taking by ſome of his *Pieces*, he muſt of neceſſity remove himſelf out

of

of the *Pawn's Check)* or if it lie not in his Power, it is *Pawn-Mate*, and ſo the *Game* is ended, and loſt by him whoſe *King* is ſo *Mate*.

The *Rook* goes backward and forward in any *File* and *Croſs-ways*, to and fro in any *Rank* as far as he will; ſo that there ſtands no *Piece* between him and the Place he would go to. Thus he doth guard his own and *check* the *King* alſo, which *check*, if the *King* can neither cover by the Interpoſition of ſome *Piece* of his, between the *checking Rook* and himſelf, nor take the *Rook*, nor be the Cauſe of his taking; he muſt remove himſelf out of that *Check*, or it is *Mate*, and the *Game* is up.

The *Knight* skips forward, backward, and on either Side from the Place he ſtands in, to the next ſave one of a different Colour, with a ſideling *March* or *Aſloap*; thus he kills his Enemies, guards his Friends, and *checks* the *King* of the adverſe Party, which becauſe (like the *Pawn's check)* it cannot be covered, the *King* muſt either remove or cauſe the *Knight* to be taken (for he himſelf cannot take the *Knight* that *checks* him) or it's *Mate*, and the *Game* is up.

The *Biſhop* walks always in the ſame Colour of the Field that he is firſt placed in, forward and backward, aſloap, every way as far as he liſts; provided that the Way be clear

clear between him and the Place he intends to go to: Thus he rebukes the Adverſary, guards his Conſorts, and *checks* the adverſe *King*, which not being avoidable as aforeſaid, is *Mate* to him, and the *Game* is ended.

The *Queen*'s Walk is more univerſal; for ſhe goes Draughts of all the aforenamed *Pieces* (the *Knights* only excepted, for her March is from one Colour to the other Aſloap) ſo far as ſhe liſteth, not finding the way obſtructed by any *Piece*: And thus ſhe diſturbs her Adverſaries, protects her Subjects, and *Mates* the *King*, unleſs (as aforeſaid) he removes, covers, takes, or cauſes her to be taken, otherwiſe it is his *Mate*, and the *Game* is concluded.

The *King*'s Draught is from his own to the next to him any way, that either is empty of his own Subjects, or where he may ſurpriſe any unguarded Enemy, or where he may ſtand free from the *Check* of any of the adverſe Party. Thus he confounds his Foes, defends his Friends, but *checks* not the *King* his Enemy, who never *check* one another; for there muſt ever be one *Houſe* or Place at leaſt between the *two* Kings, tho' unpoſſeſt of any other *Piece*; and if one *King* be compell'd to flie for Refuge to the *King* of the adverſe Party, then it is *Mate* or a *Stale*, and ſo he that gives the *firſt* wins the *Game*. Let this ſuffice for the various Draughts and ſeveral

veral Walks of the *Chefs-Men*; but this is not all, I ſhall give you ſome other Inſtructions, as brief as I may, and refer the reſt to your own Obſervation.

Kings and *Queens* have *ſeven* apiece to attend them. The *King* whether *white* or *black* guards *five* Perſons before he goes forth, and being once advanced into the Field, though it be but into the *ſecond* Houſe, he then and afterwards in his March guards *eight* Houſes, till he come again to one Side or other of the Field.

The *Five* the *King* guards before his March, are the *Queen*, the *Biſhop*, his *own*, his *Queen's*, and his *Biſhop's Pawn*.

The *Queen* protects her *King* and *Biſhop*, her *King's*, her *Biſhop's*, and her own *Pawn*. Thus the *Queen* guards as many as the *King* before ſhe goes forth, and after till the *Game* be won or loſt.

The *King's Biſhop* guards the *King's Pawn*, and his *Knight's*; the *Queen's Biſhop* guards the *Queen's Pawn*, and her *Knights* guard but *three* Houſes apiece, before they go forth; but after they are marched off from the Side of the Field, they guard as many *Houſes* as the *King* and *Queen* do. Thoſe *Houſes* which the *Knights* guard e'er they go out, are the *King's*. The *Knights* guard the *King's Pawn*, and the third *Houſe* in the Front of the *King's Biſhop's Pawn*,

Pawn, and the third *Houſe* in the Front of the *King*'s *Rook*'s *Pawn*.

The *Queen*'s *Knight* guards her *Pawn*, and the *third* Houſe in the Front of her *Biſhop*'s *Pawn*, alſo the *third* Houſe in the Front of her *Rook*'s *Pawn*. The *King*'s *Rook* guards his own *Pawn*, and the *King*'s *Knight*'s, and no more till he be off of the Side of the Field, and then he guards *four* Houſes, and the ſame does the *Queen*'s *Rook*. The *Pawns* likewiſe guard theſe Places, before they be advanced into the Field, *viz.* The *King*'s *Pawn* guards the *third* Houſe before the *Queen*, and the *third* before the *King*'s *Biſhop*; the *Queen*'s *Pawn* guards the *third* Houſe before the *King*, and the *third* before her *Biſhop*. The *King*'s *Biſhop*'s *Pawn* guards the *third* Houſe before *King*, and the *third* before the *King*'s *Knight*. The *Queen*'s *Biſhop*'s *Pawn* guards the *third* Houſe before the *Queen*, and the *third* before the *Queen*'s *Knight*. The *King*'s *Knight*'s *Pawn* guards the *third* Houſe before the *King*'s *Biſhop*, and the *third* before the *King*'s *Rook*. The *Queen*'s *Knight*'s *Pawn* guards the *third* Houſe before the *Queen*'s *Biſhop*, and the *third* before the *Queen*'s *Rook*. The *King*'s *Rook*'s *Pawn*, and the *Queen*'s *Rook*'s *Pawns*, guard but *one* Houſe apiece, that is to ſay, the *third* Houſe before the *Knight*, becauſe they ſtand on the Side of the Field.

Next consider the Value of the great *Men*. The *King* exposes not himself to danger upon every Occasion; but the *Queen* is under him as General, and does more Service than any *two* great *Men* besides; and when it happens that she is lost, her *King* most certainly ly loses the Field, unless the Adversary knows not how to make use of so great an Advantage: Wherefore if a *King* lose *two* or *three* of his best *Men*, in taking the Opponent's *Queen*, yet he has the best of it, if he can but manage his *Game* rightly.

Next to the *Queen* in Value, is the *Rook*, and is as much in worth above the *Bishop* and *Knight*, as the *Queen* is above him; so that a *Rook* is more worth than *two* Bishops, or *two* Knights, because he can give a *Mate* by the Help of the *King*, which no other *Piece* can do, unless play'd with excellent Skill.

Bishops are accounted better than *Knights*, because they can give a *Mate* with a *King*, when no other *Men* are left to help them, with more ease than the *Knights* can; for they seldom or never do it: Yet it is more dangerous to lose a *Knight* than a *Bishop*, because the *Knight*'s *Check* is more dangerous than the *Bishop*'s; for the *Bishop* is tyed to one Colour of the Field, out of which he cannot pass; but the *Knight* passes through all the *Houses* of the Field: The *Bishop*'s *Check* may be covered, the *Knight*'s cannot; besides,

if

if it fall out that one of the *Kings* hath no other *Men* left but his *Bishops*, and the other *King* none but his *Knights*, the *Knights* with their *Checks* can take the *Bishops*, one after another, because the *Bishops* cannot guard each other, which the *Knights* can do; so that at the beginning of the *Game*, it is better to lose *Bishops* for the Adversary's *Knights*, than the contrary.

The Difference of the worth of *Pawns*, is not so great as that of *Noblemen*, because there is not such variety in their Walks, only thus much, the *King*'s *Bishop*'s *Pawn* is the best in the Field among the *Pawns*, and therefore the *Gamester* ought to be very careful of him; for if it should happen that the *black* King lose his *Bishop*'s *Pawn*, to gain the *white* King's *Pawn*, the *black* King's Loss is the greater, because he cannot after this Accident make a Rank of *Pawns* of *three* of a Rank on that Side of the Field, for his own Security, which is a great Disadvantage; so that it is better for either of the *Kings* to lose his own *Pawn* than his *Bishop*'s.

But if you should object, That the *King* which loses his *Bishop*'s *Pawn*, may relieve himself on the other Side of the Field, turning to his *Queen*'s *Rook*'s *Quarter*, where he shall have *Pawns* to succour him; I answer, 'tis true, he may do so, but he will be a longer Time in effecting his Business, because there

there are more *Pieces* between him and his *Queen's Rooks* by one *Draught*, than between his own *Rook* and himself; so that in playing that *Draught*, he indangers the whole *Game*, if his Adversary know how to make use of Advantages. The *King's Pawn* is next in worth, which often-times keeps the *King* from *Check* by Discovery; then the *Queen's Pawn* is next, and after that the *Knight's*, and last of all the *Rook's Pawns*, because they guard but one *House* apiece in the Field.

The *King* and the *Pawn* have certain Privileges granted them, which none of the other *Chefs-Men* have: As for Instance, The *King* whose Remove (as hath been already mentioned) is from the Place of his standing at any time, to one next *House* in *File* or *Rank* of any Side (that is, only that step at once) yet if at any time his *Rank* be empty of his *Men*, so that no one stands between the *King* and the *Rook* of either Corner, the *King* may then shift or change with what *Rook* he pleases, between whom and himself the Way stands clear from other *Men*, and that for his better Security; provided, That neither the *King* nor the *Rook* he intends to change with, has not as yet been removed from the Place of their first standing. Now the Manner of the *King's* shifting or changing with a *Rook*, is thus,

The *Rank* cleared as aforesaid, and neither *King* nor *Rook* having yet stirred, he may go *two* Draughts at once to his own *Rook*, and so towards his *Queen's Rook*, causing the *Rook* he changes with, to change his Place, and come and stand by him on the other Side; that is, his own *Rook* in the *Bishop's* Place, and the *Queen's Rook* in the *Queen's* Place, and either of these Changes but for one *Draught*. This is the *King's* first Prerogative.

The *second* is, That whereas any Man may be taken by any Adversary, if he be brought so near as to come within the Compass, the *King* cannot; but he is only to be saluted by his Adversary with the word *Check*, advising him thereby to look about him the more warily, and provide for his own Safety: Now if that Adversary do this unguarded so near the *King*, he may step thither by his true *Draught*, and the *King* may stay him with his own Hand, if he judge it convenient.

As for the *Pawn*, the first Privilege he has, is, That whereas his Walk is but to the next *House* forward in his own File at once, when he marches, and to the next House Sidelong forward of the next *File* of either Side, when he takes; I say, his Privilege is, That he may remove to the *second* House forward, which is the *fourth* Rank in his own *File* for his

his *firſt* Draught, and ever after but one forward at once.

The *ſecond* Privilege is greater, and that is, When any *Pawn* is come ſo far as to the *firſt* Rank of the Adverſary, and ſeats himſelf in any of his *Noble Houſes*, he is dignified for this Fact, with the Name and Power of a *Queen*, and ſo becomes Chief of his own *King*'s Forces, if the *firſt* Queen were ſlain before; and if the *firſt* Queen be yet ſtanding in the Field, the *Pawn* coming to the *Rank* aforeſaid in any Houſe whatſoever, may there make what *Piece* you pleaſe, which you have already loſt.

Some are of Opinion, that *Chefs* as well as *Draughts*, may be play'd by a certain Rule; indeed I am partly inclin'd to believe it, notwithſtanding that moſt are of a contrary Opinion.

The *firſt* Remove is an Advantage, and therefore you muſt draw for, who ſhall have the *firſt* Draught; which may be done with a *black* and *white* Man diſtributed into either Hand, and offer'd the Opponent which he will chuſe; if he chuſe his own *Man*, the *firſt* Draught is his; but when a *Game* is ended, and a *Mate* given, he is to have the *firſt* Draught next *Game*, who gave the former *Mate*.

The *firſt* Remove is diverſe, according to the Judgment of the *Gameſter*; as ſome will

first remove their *King*'s *Knight*'s *Pawn* one *single* Remove, that is, to the *third* House in his own *File*; others play the *King*'s *Rook*'s *Pawn* first, a *double* Draught; but the best way is to play the *King*'s *Pawn* first, a *double* Remove, that so if they are not prevented by their Adversary's playing the like, they may still remove that *Pawn* forward with good Guard; for he will prove very injurious to the adverse *King*.

This *Pawn* I shall advise you to remove *first*, but not so venturously as a *double* remove; because, if you cannot guard him cunningly, then are you like to lose him with a *Check* to your *King*, by the *Queen*'s coming forth upon him, to the great Hazard of your *King*'s *Rook*; therefore play your *King*'s *Rook* one *single* Remove that there may be way made for the coming forth of the *Queen* one way *two* Houses asloap, and to your *King*'s *Bishop* the other way *three* Houses asloap, and so upon the Neglect of your Adversary, he may be put to a Scholar's *Check*, at least in danger of it: Here Note, It is ill to play the *Bishop*'s *Pawn* first, and worse to play the *Queen*'s.

He that would be an Artist in this noble *Game*, must be so careful to *second* his *Pieces*, that if any *Man* advanced be taken, the Enemy may be likewise taken by that *Piece* that guards or seconds it; so shall he not clearly

clearly lofe any Man, which ſhould it fall out contrarily, might loſe the *Game*: He muſt alſo make his Paſſages free for Retreat, as Occaſion ſhall ſerve, leſt he be worſted.

In defending, you muſt alſo be very careful, that you are as able to aſſault as your Enemy; for you muſt not only anſwer your Adverſary's Aſſault, by foreſeeing his Deſign by his Play, and preventing it, but you muſt likewiſe deviſe Plots, how to peſter and grieve your Aſſailant, and chiefly how to entrap ſuch *Pieces* as are advanced by him, preventing their Retreat; amongſt which a *Pawn* is the ſooneſt enſnared, becauſe he cannot go back for Succour or Relief; but *Biſhops* and *Rooks* are harder to be ſurpriz'd, becauſe they can march from one Side of the Field to the other, to avoid the enſuing Danger; but the *Knights* and *Queens* of all are with moſt Difficulty betray'd, becauſe they have ſo many Places of Refuge, and the *Queen* more eſpecially: Where Note, as a great Piece of Policy, that if poſſible you conſtantly have as many Guards upon any one *Piece* of yours, as you ſee your Enemy has when he advances to take it, and be ſure withal, that your Guards be of leſs Value than the *Pieces* he encountreth you with; for then if he fall to taking, you will reap Advantage thereby; but if you ſee you cannot Guard yours, but muſt of Neceſſity loſe

it, then be very Circumſpect, and ſee whether you can take a far better *Piece* of his, in Caſe he takes yours, by advancing ſome other *Piece* of yours in Guard; for ſo, as it often falls out, that yours which you had given over for loſt may be ſaved, whereas no other way could have done it.

When an adverſe *Piece* comes in your Way, ſo that by it all may be taken, conſider with your ſelf, firſt, whether it be equal in worth to yours, next, whether it can do you any Damage in the next *Draught*, if ſo, let it alone; for as it is beſt to play *firſt*, ſo it is to take *laſt*; unleſs as was ſaid, you might take the *Piece* clear, or get a better than that you loſe to take it, or at leaſt diſorder him one *Pawn* in his taking your Man that took his; but when you have the Advantage, be it but of one good *Piece* for a worſe, or of a *Pawn* clear, then it is your beſt way to take *Man* for *Man*, as often as you can; beſides, You are to note, That whatſoever *Piece* your Adverſary plays moſt, or beſt withal, be ſure, if it lie in your Power, to deprive him thereof, though it be done with loſs of the like, or of one ſomewhat better, as a *Biſhop* for a *Knight*; for by this Means you may fruſtrate your Adverſary's Deſign, and become as cunning as himſelf.

Now

Now the chief Aim at *Chefs*, is to give the *Mate*, which is when you fo *Check* the *King* of the adverfe Party, that he can neither take the *checking Piece* (becaufe it is guarded) nor cover the *Check*, nor yet remove out of it.

Your Care ought to be in the Interim, how to deprive him of fome of the beft *Pieces*, as his *Queen* or *Rook*; and the way to entrap a *Queen* is twofold, Firft, By confining her to her *King*, fo that fhe may not remove from him, for leaving him in *Check* of an adverfe Piece; Secondly, By bringing her to, or efpying her in fuch a Place, as a *Knight* of yours may *check* her *King*, and the next *Draught* take her: In the fame Manner you may ferve a *Bifhop*, if the adverfe *Queen* covers her floap-wife; but if fhe ftand not in fuch a Poflure, fhe may be brought to it; entice her thither with fome unguarded *Man*, which fhe out of Eagernefs of taking for nothing, may indifcreetly bring her felf into Trouble.

But if you intend to catch the *Queen* with a *Knight*, imagine that the adverfe King ftands in his own Place unremoved, and that the *Queen* has brought her felf to ftand in that Place, where the *King's Rook's Pawn* ftood; Firft, She ftanding in this Poflure, bring if you can one of your *Knight's* to *check* her *King*, in the *third* Houfe before his own

Biſhop; and if there be no *Man* ready to take up your *Knight* immediately, he will take up the *Queen* at the next *Draught*.

The *Rooks* are alſo to be ſurpriz'd *two* Ways; Firſt, By playing your *Biſhop* into your *Knight*'s *Pawn*'s firſt Place of ſtanding, which *Biſhop* ſhall march aſloap towards the adverſe *Rook* of the oppoſite Corner, which if you can make uncovered of the *Knight*'s *Pawn*, your *Biſhop* will then undoubtedly take clear for nothing; the other Way is like that of ſurprizing the *Queen*, with a *Biſhop* or a *Knight*; where you muſt take Notice, That your Adverſary's *Queen*'s *Rook*, is ſo much the eaſier to be taken with your *Queen*'s *Knight*, that that *Knight* at his *third* Draught may *check* the *King*, and take the ſame *Rook* at his *fourth* Draught. There are ſeveral other ways to take a *Rook*, which Practice muſt inform you.

There is an ingenious Way of taking a great *Man* for a *Pawn*; when you eſpy *two* great *Men* of your Adverſary's ſtanding in one and the ſame *Rank*, and but *one* Houſe between them, then prepare a Guard (if you have it not ready to your Hand) for a *Pawn*, which bring up to the *Rank* to them, in the Middle or Front of both of them, and without doubt, if he ſave the *one*, your *Pawn* will take the *other*; this Way of taking is called a *Fork* or *Dilemma*.

The

The neateſt and moſt prejudicial *Trick*, you can put upon your Adverſary at *Chefs*, is a *Check* by Diſcovery, which may be thus effected: Obſerve when you find your Adverſary's *King* any way weakly guarded, or perhaps not at all, that is, eaſie to be *checked*; then before you bring that *Piece* that can *check* him, there to provide ſome other *Man* in that Courſe that *checks* him not; afterwards bring that *Piece* of yours which will *check* him (your brought *Piece* being away) and then with all poſſible Speed remove away for that former *Piece*, where it may moſt annoy him, ſaying withal, *Check by Diſcovery of your laſt brought a Piece*; which he being compelled to cover or remove, you may do him a greater Prejudice with that *Piece* you removed from between the *Check* at the next *Draught*, thus demonſtrated:

Suppoſe you play with the *white* Men, he removes firſt his *King*'s *Pawn* a *double* Draught forward, you anſwer him with the like Play; he then plays out his *King*'s *Knight* in Front of his *King*'s *Biſhop*'s *Pawn*, you do the like with yours: That *Knight* of his, takes your *King*'s *Pawn*, and your *Knight* takes his likewiſe; he advances the *Queen*'s *Pawn*, and removes to chaſe away or to take your *Knight*; you play up your *white* Queen one remove before your *King*, to frighten his *Knight* alſo; he thinks it better to ſave his

Knight

Knight from your *Queen*, than take yours with his *Queen's Pawn*, and therefore conveys him away into a more ſecure Place; you play your *King's Knight* in Front of his *Queen's Biſhop's Pawn*, and there withal ſay, *Check by Diſcovery of your Queen*; now let him cover this *Check* by Diſcovery as well as he can, your *Knight* at the next *Draught* will aſſuredly take his *Queen*. There are ſeveral other Ways to make a Diſcovery, and a *Mate* given with it, which is the nobleſt *Mate* of all.

A *Queen*, if loſt, indangers much the *Game*; but if there be *Pawns* left on either Side, there is Poſſibility of making a new *Queen*, and ſo by Conſequence the Renovation of the *Game*, which *Ten* to *One* was loſt before. There are ſeveral Ways to *mate* this *Queen*, and Eſtate her in as great Power as the Former; for Brevity ſake, Two *Pawns* in *Files* next one to the other, and play'd firſt one Forward, and the other Backward cloſe together, is a good way to make a new *Queen*, eſpecially if any one of them be guarded underneath with a *Rook*; for ſo they will force their Way before them, nor can any of them be taken without great Difficulty and Danger.

As to ſhort *Mates*, take theſe Obſervations, Having both plac'd your *Men*, and your's the *firſt* Draught; ſuppoſe you advance

vance your *King*'s *Pawn* forward one *fingle* Remove, your Adverſary plays his *King*'s *Pawn* forward, a *double* Remove in his own *File*; you at your *ſecond* Draught come out with your *Queen* upon that *Pawn*, placing her in the *Houſe* forward of your *King*'s *Rook*'s *File*; your Enemy, to guard his *King*'s *Pawn*, plays forth his *Queen*'s *Knight* into the *third* Houſe of the *Queen*'s *Biſhop*'s *File*, you (hoping that he will not ſpy the Attempt) bring, for your *third* Draught, your *King*'s *Biſhop*, which you place in the *fourth* Houſe of your *Queen*'s *Biſhop*'s *File*, he not perceiving your Intention, judging all ſecure, makes for your *Queen* with his *King*'s *Knight*, playing it in the Front of his *King*'s *Biſhop*'s *Pawn*, either to chaſe her away or take her; you immediately upon this, take up that *Biſhop*'s *Pawn* with your *Queen*, and for your *fourth* Draught give him a *Mate*, which is called a *Scholar*'s *Mate*, becauſe any but young Beginners may prevent it.

You may alſo give a *Mate* at *two* Draughts, if you encounter with a *raw* Gameſter, playing after this Manner; Firſt, He removes his *King*'s *Biſhop*'s *Pawn* a *fingle* Draught (which is ill Play at firſt) you your *King*'s *Pawn* a *fingle* Remove, he his *King*'s *Knight*'s *Pawn* advanced a *double* Remove for his *ſecond* Draught, you bringing out your *Queen* into

to the *fifth* Houſe of your *King*'s *Rook*'s *File*, give him a *Mate* at your *ſecond* Draught.

There is another call'd a *Blind-Mate*, and that is when your Adverſary gives you a *Check*, that you cannot avoid by any means, and is indeed a *Mate abſolute*; but he, not ſeeing it to be a *Mate*, ſays only to you *Check*, and it is therefore called a *Blind-Mate*; this ſhould be both Loſs of *Game* and *Stake*, if you before agree not to the contrary.

A *Stale* may be termed a *Mate* and no *Mate*, an end of the Play, but no end of the *Game*, becauſe it properly ſhould be ended with a *Check-Mate*. The *Stale* is thus, When his *King* hath the worſt of the *Game*, and is brought to ſuch a Strait, that he hath but one Place to fly unto, and the purſuing *King* is ſo unadviſed as to bar him of that Place, or ſtop it without *checking* him, the diſtreſſed *King* being no way able to remove but in *Check*, and having no other *Piece* of his own that he can play, then it is a *Stale*, and a loſt *Game* to him that gives it: Therefore he that follows the flying *King*, gives him *Check*, as long as he has any Place to fly to; but when he has none left, to avoid his *Check*, let him then ſay *Check-Mate*, and both *Game* and *Stake* are won.

Laſtly, There is another Term uſed in *Cheſs-Playing*, and that is called a *Dead-Game*, which makes (if I may ſpeak improperly) an endleſs

endleſs End of the *Game*, both *Gameſters* ſaving their *Stakes:* And thus it is, When the Aſſailant falls to take all that comes near, careleſly giving *Man* for *Man*, that it happens that either *King* hath but one *Man* apiece left him, the Aſſailant following his eager purſuit, takes his Adverſary's *Man*, not minding that his *King* can take his alſo; ſo that the *Kings* loſing all their *Men*, and they being unable to come ſo near as to grapple, the *Game* is ended, but the *Stakes* on both Sides are ſaved.

I ſhall conclude this *Game* with the Laws of *Chefs*, which are theſe following.

1. What *Piece* ſoever of your own you touch, or lift from the *Point* whereon it ſtandeth, you muſt play it for that *Draught* if you can; and into what *Houſe* you ſet your *Man*, there it muſt ſtand, according to the Saying at this *Game*, *Touch and take, out of Hand and ſtand.*

2. If you take up your Adverſary's *Man*, and after think beſt to let it ſtand untaken, before you ſet your *Piece* in Place thereof, you muſt cry him Mercy or loſe the *Game.*

3. If your Adverſary play a falſe *Draught*, and you ſee it not till you play your next *Draught*, 'twill then be too late to challenge him for it.

4. If you play a falſe *Draught* through Miſtake, and your Adverſary take no Notice for

for his Advantage, and plays his next *Draught*, you cannot recal it.

5. If you misplace your *Men*, and so play a while, and then discover it, it lies in your Adversary's Power to continue or begin the *Game*.

6. *Pawns* may be play'd a *double* Remove forward for their *first* Draught, but no *Pawn* has that Privilege without Permission, on whose next *File* on either Side, a *Pawn* of your Adversary's is already advanced, as far as your *fourth* Rank.

7. The standing of the *King* ought to be certain in his shifting, and not as you please to place him, as some *Men* do.

8. If your *King* stand in the *Check* of any adverse *Piece*, and you have play'd *one* Draught or more, without avoiding the *Check*, your Adversary may say *Check*, to whom he listeth, and for your *Draught* then make you avoid that *Check* you stood in, though it may be to your great Peril.

9. If any one Condition by Wager, that he will give *Mate* or win the *Game*, and the Adversary brings it to a *Dead-Game*, though he save the *first* Stake, he loses the Wager.

10. He that gives over the *Game* before it is finished, without the Consent of his Adversary, loses his *Stake*.

Many more Observations might be here inserted, for the understanding of this noble

Game,

Game, which I am forced to wave to avoid Prolixity.

Of BILLIARDS.

THE gentle, cleanly and ingenious *Game* at *Billiards*, had its firſt original in *Italy*; and for the Excellency of the Recreation is much approved of, and play'd by moſt Nations in *Europe*, eſpecially in *England*, there being few Towns of Note therein, which hath not a Publick *Billiard-Table*; neither are they wanting in many Noble and private Families in the Country, for the Recreation of the Mind and Exerciſe of the Body.

The Form of a *Billiard-Table* is oblong, that is, ſomething longer than it is broad; it is rail'd round, which Rail or Ledge ought to be a little ſwell'd or ſtuff'd with fine Flax or Cotton; the Superficies of the *Table* muſt be covered with Green-Cloth, the Finer and more freed from Knots the better it is; the *Board* muſt be levell'd as exactly as may be, ſo that a *Ball* may run true upon any Part of the Table, without leaning to any Side thereof; but what by reaſon of ill-ſeaſon'd Boards, which are ſubject to warp, or the Floor on which it ſtands being uneven, or in time by the Weight of the Table, and the *Gameſters* yielding and giving way, there are very few *Billiard-Tables* which are found true;

true; and therefore ſuch which are exactly levell'd, are highly valuable by a good Player; for at a falſe *Table*, it is impoſſible for him to ſhow the Excellency of his Art and Skill, whereby Bunglers many times, by knowing the Windings and Trick of the *Table*, have ſhamefully beat a very good *Gameſter*, who at a true *Table* would have given him *three* in *five*.

But to proceed in the Deſcription thereof, At the *four* Corners of the *Table*, there are Holes, and at each Side exactly in the middle one, which are called *Hazards*, and have hanging at the bottoms Nets to receive the *Balls*, and keep them from falling to the Ground when they are *hazarded*. I have ſeen at ſome *Tables*, wooden Boxes for the *Hazards*, *ſix* of them as aforeſaid; but they are nothing near ſo commendable as the Former, becauſe a *Ball* ſtruck hard, is more apt to flie out of them when ſtruck in.

There is to the *Table* belonging an *Ivory-Port*, which ſtands at one end of the *Table*, and an *Ivory-King* at the other, *two* ſmall *Ivory-Balls* and *two Sticks*: Where Note, If your *Balls* are not compleatly round, you can never expect good Proof in your Play: Your *Sticks* ought to be heavy, made of *Braſile*, *Lignum vitæ*, or ſome other weighty Wood, which at the broad End muſt be tip'd with *Ivory*; where Note, if the Heads happen

pen to be looſe, you will never ſtrike a ſmart Stroke; you will eaſily perceive that defect, by the hollow Deadneſs of your Stroke, and faint running of your *Ball*.

The *Game* is *five* by Day Light, or *ſeven* if odds be given, and *three* by Candle-Light, or more according to odds, in Houſes that make a Livelyhood thereof; but in Gentlemen's Houſes there is no ſuch Reſtriction; for the *Game* may juſtly admit of as many as the *Gameſters* pleaſe to make.

For the Lead, you are to ſtand on the one Side of the *Table*, oppoſite to the *King*, with your *Ball* laid near the *Cuſhion*, and your Adverſary on the other in like Poſture; and he that with his *Stick*, makes his *Ball* come neareſt the *King*, leads firſt.

The *Leader* muſt have a Care, that at the firſt Stroke, his *Ball* touch not the end of the *Table*, leading from the *King* to the *Port*; but after the *firſt* Stroke, he need not fear to do it; and let him ſo lead, that he may either be in a Poſſibility of Paſſing the next Stroke, or ſo cunningly lie, that he may be in a very fair Probability of *hazarding* his Adverſary's *Ball*, that very Stroke he play'd after him.

The *firſt* Conteſt is, who ſhall paſs *firſt*, and in that ſtrife there are frequent Opportunities of *hazarding* one another; and it is very pleaſant to obſerve, what Policies are uſed in hindering one another from the Paſs,

as by turning the *Port* with a ſtrong clever Stroke; for if you turn it with your *Stick*, it muſt be ſet right again; but indeed more properly, he that doth it ſo ſhould loſe *one*; ſometimes it is done (when you ſee it is impoſſible *to paſs*) by laying your *Ball* in the *Port*, or before your Adverſary's, and then all he can do, is *to paſs* after you; if he has *paſs'd*, and you dare not Adventure *to paſs* after him, for fear he ſhould in the Interim touch the *King*, and ſo win the *End*, you muſt wait upon him, and watch all Opportunities *to hazard* him, or *King* him; that is, when his *Ball* lies in ſuch Manner, that when you ſtrike, his *Ball* may hit down the *King*, and then you win *one*.

Here Note, That if you ſhould *King* him, and your *Ball* fly over the *Table*, or elſe run into a *Hazard*, that then you loſe *one* notwithſtanding.

The *Player* ought to have a curious Eye, and very good Judgment, when he either intends to *King* his Adverſary's *Ball*, or *Hazard* it, in taking or quartering out juſt ſo much of the *Ball* as will accompliſh either; which Obſervation muſt be noted in *paſſing* on your Adverſary's *Ball*, or Corner of the *Port*. Some I have obſerv'd, ſo skilful at this Recreation, that if they have had leſs than a *fifth* Part of a *Ball*, they would rarely miſs *King* or *Hazard*.

As

As this is a cleanly Paſtime, ſo there are Laws or Orders made againſt Lolling, ſlovingly Players, that by their Forfeitures, they may be reduced to Regularity and Decency; wherefore be careful you lay not your Hand on the *Table* when you ſtrike, or let your Sleeve drag upon it, if you do, it is a Loſs; if you ſmoak, and let the Aſhes of your Pipe fall on the *Table*, whereby oftentimes the Cloth is burned, it is a Forfeiture; but that ſhould not ſo much deter you from it, as the Hindrance Piping is to your Play.

When you ſtrike a long Stroke, hold your Stick neatly between your two *Fore-Fingers* and your *Thumb*, then ſtrike ſmartly, and by aiming rightly, you may, when you pleaſe, either fetch back your Adverſary's *Ball* when he lies fair for *a Paſs*, or many times, when he lies behind the *King*, and you at the other End of the *Table*, you may *King* him backward.

If you lie cloſe, you may uſe the ſmall End of your Stick, or the Flat of the big End, raiſing up one End over your Shoulder, which you ſhall think more convenient for your Purpoſe.

Have a Care of Raking, for if it be not a Forfeiture, it is a Fault hardly excuſable; but if you touch your *Ball* twice, it is a Loſs.

Beware when you jobb your *Ball* through the *Port*, with the End of your Stick, that you throw it not down, if you do, it is a Loſs;

Loſs; but do it ſo handſomely, that at one Stroke, without turning the *Port* with your Stick, you effect your Purpoſe; it is good Play to turn the *Port* with your *Ball*, and ſo hinder your Adverſary *from paſſing*; neither is it amiſs, if you can, to make your Adverſary a Fornicator, that is, having paſt your ſelf a little way, and the other's *Ball* being hardly through the *Port*, you put him back again, and it may be quite out *of Paſs*.

It argues Policy to lay a long *Hazard* ſometimes for your *Antagoniſt*, whereby he is often entrapped for raſhly adventuring at that diſtance, which lies very near it, he frequently runs in himſelf, by reaſon of that great Diſtance.

There is great Art in lying abſcond, that is to lie at bo-peep with your Adverſary, either ſubtilly to gain *a Paſs* or *Hazard*.

Here Note, If your Adverſary has not paſs'd, and lies up by the *King*, you may endeavour *to paſs* again, which if you do, and touch the *King*, it is *two*; but if thrown down you loſe: Some, inſtead of *a King*, uſe *a String* and *a Bell*, and then you need not fear to have the End, if you can *paſs*; this is in my Judgment bungling Play, there being not that curious Art of finely touching at a great Diſtance a *King*, that ſtands very tickliſhly.

For your better Underſtanding of the *Game*,

Game, read the enſuing Orders. But there is no better way than Practice to make you perfect therein.

ORDERS *to be obſerv'd by ſuch who will play at* Billiards.

1. IF the Leader touch the End of the *Table* with his *Ball*, at the *firſt* Stroke, he loſes *one*.

2. If the Follower intend to hit his Adverſary's *Ball*, or *paſs* at one Stroke, he muſt *ſtring* his *Ball*, that is, lay it even with the *King*, or he loſes *one*.

3. He that paſſes through the *Port*, has the Advantage of touching the *King*, which is *one* if not thrown down.

4. He that paſſes twice, his Adverſary having not paſs'd at all, and touches the *King* without throwing him down, wins *two* Ends.

5. He that paſſes not, has no other Advantage than the *Hazards*.

6. He that is a *Fornicator*, that is, has paſs'd through the Back of the *Port*, he muſt paſs *twice* through the Forepart, or he cannot have the Advantage of paſſing that End.

7. He that hits down the *Port* or *King*, or hazards his own *Ball*, or ſtrikes either *Ball* over the *Table*, loſes *one*.

8. He that hazards his Adverſary's *Ball*, or makes it hit down the *King*, winneth the End.

9. If *four* Play, *two* againſt *two*, he that miſtakes

takes his Stroke, loſes *one* to that Side he is of.

10. He that after both *Balls* play'd, removes the *Port* without Conſent, or ſtrikes his *Ball twice* together, or that his Adverſary's *Ball*, touch his *Stick*, Hand, Cloths, or playes his Adverſary's *Ball*, loſes *one*.

11. He that ſets not one Foot upon the Ground, when he ſtrikes his *Ball*, ſhall loſe an End, or if he lays his Hand or Sleeve on the Cloth.

12. A Stander by, though he bets, ſhall not inſtruct, direct or ſpeak in the *Game*, without Conſent, or being firſt ask'd; if after he is advertiſed hereof, he offend in this Nature, for every Fault he ſhall inſtantly forfeit *Twopence*, for the Good of the Company, or not be ſuffer'd to ſtay in the Room.

13. He that plays a *Ball*, while the other runs, or takes up a *Ball* before it lie ſtill, loſes an End.

14. He that removes the *Port* with his *Stick*, when he ſtrikes his *Ball*, and thereby prevents his Adverſary's *Ball* from *paſſing*, loſes an End.

15. All Controverſies are to be decided by the Standers by, upon asking Judgment. Here Note, That whoſoever breaks the *King*, forfeits a *Shilling*, for the *Port ten Shillings*, and each *Stick five Shillings*.

16. *Five* Ends make a *Game* by Day-Light, and *Three* by Candle-Light.

The

The ORDERS in Verſe, as I found them fram'd for a very ancient *Billiard-Table.*

1. THE *leading* Ball *the upper End may'nt hit;*
For if it does, it loſes one *by it.*
2. *The Follower with the* King *lie even ſhall,*
If he does paſs or hit the other's Ball;
Or elſe loſe one: *The like if either lay,*
Their Arm or Hand on Board when they do play.
3. *That Man wins* one, *who with the other's* Ball,
So ſtrikes the King, *that he doth make him fall.*
4. *If ſtriking at a* Hazard, *both run in,*
The Ball *ſtruck at, thereby an End ſhall win.*
5. *He loſes* one *that down the* Port *does ſling;*
The like does he that joſtles down the King.
6. *He that in play the adverſe* Ball *ſhall touch,*
With Stick, *Hand or Cloaths, forfeits juſt as much.*
7. *And he that* twice *has paſs'd, ſhall touch the* King,
The other not paſs'd at all, ſhall two *Ends win.*
8. *If both the* Balls *over the Table flie,*
The Striker's of them loſes one *thereby.*
And if but one *upon the Board attend,*
The Striker ſtill the loſer of the End.
9. *One Foot upon the Ground muſt ſtill be ſet,*
Or one *End's loſt, if you do that forget:*
And if you twice *ſhall touch a* Ball *e're he*
Hath ſtruck between, an End for him is free.
10. *If any Stander by ſhall chance to bet,*
And will inſtruct, he then muſt pay the Set.
The Port *or* King *being ſet, who moves the ſame,*
With Hand or Stick, *ſhall loſe that End or Game.*
12. *He that can touch being paſs'd, or ſtrike the other*
Into the Hazard *is allowed another.*
13. *If any Stander by ſhall ſtop a* Ball,
The Game *being loſt thereby, he pays for all.*
14. *If any Paſs be ſtricken back again,*
His Paſs before ſhall be accounted vain.
15. *He that breaks any thing with Violence,*
King, Port *or* Stick, *is to make good th' Offence.*

16. *If*

16. *If any not the* Game *doth fully know,*
May ask another whether it be so.
Remember also when the Game *you win,*
To set it up for fear of wrangling.
17. *He that doth make his* Ball *the* King *light hit,*
And holes th' other, Scores two *Ends for it.*

There are several other Orders which only concern the House, which I omit, as impertinent to the Rules of playing at *Billiards*.

Since Recreation is a thing lawful in it self, if not abused, I cannot but commend this as the most gentile and innocent of any I know, if rightly us'd; there being none of those Cheats to be play'd at this, as at several other *Games*. There is nothing here to be us'd but pure Art; and therefore I shall only caution you, when you go to play, that you suffer not your self to be over-macht, and do not, when you meet with a better *Gamester* than your self, condemn the Table, and do not swear as one did playing at *Nine-Pins*, this *L. N.* hath put false *Pins* upon me.

To conclude, I believe this Pastime is not so much us'd of late as formerly, by reason of those spunging Caterpillars which swarm where any *Billiard Tables* are set up, who make that single Room their Shop, Kitchen and Bed-Chamber; their Shop, for this is the Place where they wait for ignorant Cullies to be their Customers; their Kitchen, for from hence comes the major Part of their Provision, Drinking and Smoaking being their common Sustenance; and when they can persuade no more Persons to play at the *Table*, they make it their Dormitory, and sleep under it; the Floor is their Feather-Bed, the Legs of the *Table* their Bed-Posts, and the *Table* the *Tester*; they Dream of nothing but *Hazards*, being never out of them, of *passing* and *repassing*, which may be fitly apply'd to their lewd Lives, which makes them continually pass from one Prison to another till their Lives are ended; and there is an End of the *Game*.

FINIS.

THE *Gentleman's Diversion*, IN Riding, Racing, Archery, Cock-fighting, *&c.*

CHAP. I. Of *Riding*.

The Art and Mystery of Riding the *Great-Horse*.

AS an Introduction to the Art of Riding, I think it requisite to treat of the taming of a Colt: In order thereunto, observe, that after your Colt hath been eight or ten Days at Home, and is reduced to that familiarity that he will indure currying without shewing Aversion thereunto, and will suffer his Keeper

to handle and ſtroke him in what Part of the Body he thinketh beſt, then it is Time to offer him the Saddle; firſt laying it in the Manger that he may ſmell to it, and thereby grow acquainted with it, uſing all other means that he may not be afraid either at the Sight thereof, or at the Noiſe of the Stirrops. Having gently put on the Saddle, take a ſweet watering Trench waſht and anointed with Honey and Salt, and ſo place it in his Mouth, that it may hang directly about his Tuſh, ſomewhat leaning thereon: Having ſo done, which muſt be in a Morning after dreſſing, then lead him out in your Hand and Water him abroad, then bring him in, and after he hath ſtood rein'd a little upon his Trench an Hour or thereabout, then unbridle and unſaddle him, and give him liberty to feed till Evening, and then do as before; having cheriſhed him, dreſs and cloath him for the Night.

The next Day do as you did before, and after that put on him a ſtrong Muſrole, or ſharp Cavezan and Martingal, which you muſt Buckle at that Length, that he may only feel it when he jerketh up his Head, then lead him forth into ſome new plow'd Land or ſoft Ground, and there having made him trot a good while about in your Hand to take him off from wantonneſs and wild tricks, offer to mount, which if he refuſe, then Trot him again in your Hand, then put your Foot in the Stirrup, and mount half Way and diſmount again; if he ſeem diſtaſted at it, about with him again, and let him not want Correction; but if he take it patiently, cheriſh him, and place your ſelf in the Saddle, but ſtay there a very little while, then cheriſh him again

and

and give him Bread and Graſs to feed on; then having ſeen all Things fit and ſtrong without offence to your ſelf and Horſe, remount him, placing your ſelf even in the Saddle, carrying your Rod inoffenſively to his Eye, then let ſome Perſon having in his Hand the Chaff-halter, lead him a little Way, then make him ſtand, and having cheriſht him, let him forward again, do this ſeven or eight Times, or ſo often till you have brought him of his own accord to go forward, then muſt you ſtay and cheriſh him, and having brought him Home, alight gently, then dreſs and feed him well.

Obſerve this courſe every Day till you have brought him to Trot, which will be but three at the moſt, if you obſerve to make him follow ſome other Horſeman, ſtopping him now and then gently, and then making him go forward, remembring his ſeaſonable Cheriſhings, and not forgetting his due Corrections as often as you find him forward and rebellious; and when you ride him abroad, return not the ſame Way home, that you may make him take all ways indifferently: And by theſe Obſervations you will bring him to underſtand your Will and Purpoſe in leſs than a Fortnights time.

Having brought your Horſe to receive you to his Back, Trot fore-right, ſtop and retire with Patience and Obedience, be never unmindful of your *Helps*, *Corrections*, and *Cheriſhings*, which conſiſt in the *Voice*, *Bridle*, *Rod*, *Calves of the Legs*, and *Spurs*; the laſt of which is chief for Correction, which muſt not be done faintly, but ſharply, when Occaſion ſhall require it.

Cheriſhings may be comprehended within three Heads, the Voice delivered ſmoothly and lovingly, as *ſo*, *ſo Boy*, *ſo*; then the Hand, by clapping him gently on the Neck or Buttock: Laſtly, the Rod, by rubbing him therewith upon the Withers of the Mane, in which he very much delights.

The next that you are to regard, is the Muſrole, or Cavezan or Martingale; this is an excellent Guide to a well diſpoſed Horſe, for ſettling of his Head in due Place, forming of his Rein, and making him appear lovely to the Eye of the Spectator; and withal this is a ſharp Correction when a Horſe jerketh out his Noſe, diſorders his Head, or endeavours to run away with his Rider.

The Manner of placing it, is thus: Let it hang ſomewhat low, and reſt upon the tender Griſſel of the Horſe's Noſe, that he may be the more ſenſible of Correction; and let it not be ſtrait, but looſe, whereby the Horſe may feel upon the yielding in of his Head, how the Offence goeth from him, and by that Means be made ſenſible, that his own Diſorder was his only Puniſhment.

You muſt carefully obſerve how you win your Horſe's Head, and by thoſe Degrees bring his Martingale ſtreighter and ſtreighter, ſo as the Horſe may ever have a gentle feeling of the ſame, and no more, till his Head be brought to its true Perfection, and there ſtay.

When you have brought your Horſe to ſome Certainty of Rein, and he will trot fore-right, then bring him to the treading forth of the large Rings. If your Horſe's Nature be ſlothful and

and dull, yet ſtrong, trot him firſt in ſome new-plow'd Field; but if agil, and of a fiery Spirit, then trot him in ſome ſandy Ground, and there mark out a ſpacious large Ring, about an Hundred Spaces in Circumference. Having walk'd him about it on the right ſeven or eight Times, you muſt then, by a little ſtraitning of your right Rein, and laying the Calf of your left Leg to his Side, making a half Circle within your Ring, upon your right Hand down to the Center thereof, and then by ſtraitning a little your left Rein, and laying the Calf of your right Leg to his Side, making another Semi-circle to your left Hand, from the Center to the utmoſt Verge; which two Semi-circles contrary turned, will make a perfect *Roman* S within the Ring; then keeping your firſt large Circumference, walk your Horſe about in your left Hand, as oft as you did on your right; and then change within your Ring, as you did before, to your right Hand again; and then trot him firſt on the right Hand, then on the left, as long as you ſhall think convenient, either one, two, or three Hours, to perfect him in this Leſſon; and this muſt be done every Morning and Evening too, if you find your Horſe ſlothful and dull; otherwiſe you need not take ſo much Pains with him.

Having taught him to trot the large Rings perfectly, which will not require above four or five Days; then in the ſame Manner and Changes make him gallop the ſame Rings, making him take up his Feet ſo truly and loftily, that no Falſhood may be perceived in his Stroke, but that his inward Feet play before his outward

and each of a Side follow the other ſo exactly, that his Gallop may appear the beſt Grace of all his Motions.

Here note, You muſt not enter him at once to gallop this great Ring, but by Degrees; firſt quarter, then a half quarter, *&c.* ever remembring, not to ſcore him into it with the Spur, but by the Lightneſs and Chearfulneſs of your Body, let him paſs of his own Accord into a Gallop,

Helps, Corrections, and Cheriſhings in the Ring-turns, are as aforeſaid, the Elevation of the Voice, and the Threatning of the Rod, and ſtraitning of the Bridle, are good Helps, which you muſt uſe, as you muſt the Spur, Rod, and Leg, for timely due Corrections: Neither muſt you ever cheriſh without Deſert.

Having made your Horſe gallop as well as trot the large Ring, then teach him to ſtop fair, comely, and without Danger, after this Manner: Firſt, having cheriſhed him, bring him into a ſwift Trot forward about fifty Paces; then draw in your Bridle-Hand ſtraitly and ſuddenly, which will make him gather up his hinder and fore-legs together, and thereby ſtand ſtill: Then eaſe your Hand a little, that he may give backward; which if he doth, give him more Liberty, and cheriſh him: Having given a little Reſpit, draw in your Bridle-hand, and make him go back three or four Paces, at which if he ſtrike, inſtantly eaſe your Hand, and draw it up again, letting him come and go till he yield and go backward; but if he refuſe it, let ſome Perſon ſtanding by put him back, and then cheriſh him, that he may know your Intention. Thus every

every Time you ſtop, make him retire, till you have perfected him in theſe two Leſſons at one Time.

Have a Care that the Ground be not ſlippery where you ſtop, but firm and hard, leſt the Horſe, apprehenſive of the Danger of falling, refuſe to ſtop as you would have him.

When your Horſe can ſtop well, and retire, you muſt then teach him to advance before, when he ſtoppeth; a Leſſon that carrieth much Grace and Comlineſs therein; it is performed in this Manner: After you have ſtopped your Horſe without giving your Hand any Eaſe, lay the Calves of both your Legs hard to his Sides, ſhaking your Rod, and crying, *Up, up*; which though he underſtand not at firſt, yet by frequent Practice, with Helps, Cheriſhings, and Corrections, as aforeſaid, he will come to underſtand your Meaning. But be ſure you look narrowly to the Comlineſs of the advancing, which conſiſts in taking up his Legs both even together, bending them inward to his Body; next, his Advance muſt not be too high, for Fear of his coming over upon you; but let him couch his hinder Loins cloſe to the Ground, but by no means ſuffer him to ſprawl or paw with his Feet forward. Laſtly, He muſt not advance for his own Pleaſure, (for that is a great Fault) but for yours, according to your Will and Command.

If in advancing he riſe too high, ready to come over, or ſprawl, or paw; give him not only your Spurs both together, but laſh him twice or thrice with your Rod between his Ears, and if he advanceth of his own Accord, then

jerk him over the Knees, doing ſo as often as he commits thoſe Faults.

Now the Uſe of advancing is this ; it not only graceth all his other Leſſons, but makes his Body agil and nimble, and fits him for ready turning ; it is moſt uſed at ſtopping, and then very gracefully.

In the next Place, you muſt teach your Horſe to yerk out behind, after this Manner : As ſoon as you have made him ſtop, preſently give him a good Jerk under his Belly, near his Flank, which will make him underſtand you in Time, though not preſently. At firſt doing cheriſh him much, and having let him pauſe, make him do it again, till he will do it as often as you will have him ; but withal look to the Comlineſs of his yerking, for it is not graceful for him to yerk out his hinder Legs till his fore Legs be above the Ground ; and ſee that he yerk not one Leg farther out than the other, but both being together, and not too high, or one Leg out whilſt the other is on the Ground.

Helps in yerking, are the conſtant ſtaying of his Mouth on the Bridle, the Stroke of the Rod under his Belly, or a gentle Touch thereof on his Rump.

If he refuſe to yerk, or doth it diſorderly, then a ſingle Spur on that ſide that is faulty ; and laſtly, continual diſeaſing him till he hath done it.

Now to teach him to turn readily on both Hands, is firſt to bring his large Rings into a narrower Compaſs, that is about four Yards in Circumference, walking your Horſe therein with all Gentleneſs, and at his own Pleaſure, till

till he is acquainted therewith : After this, carry your Bridle-hand conſtant, and ſomewhat ſtrait, the outmoſt Rein ſtraiter than the inmoſt, making the Horſe rather look from the Ring, than into it; and thus trot him about, firſt on the one ſide, then on the other, making your Changes as aforeſaid. Thus exerciſe him an Hour and half, then ſtop, and make him advance three or four Times together, then retire in an even Line, afterwards ſtand ſtill and cheriſh him : Having pauſed a while to recover Breath, exerciſe him as aforeſaid, ſtill endeavouring to bring his Trot to all the Swiftneſs and Loftineſs poſſible, making him do his Changes roundly and readily, and cauſing him to lap his outmoſt Leg ſo much over his inmoſt Leg, that he may cover it more than a Foot over : And thus exerciſe him ſeven or eight Days, every Morning at leaſt three Hours, and ſuffer him only to practiſe his former Leſſons once in a Morning ; in this Manner you teach your Horſe three Leſſons together, the *Terra a Terra*, the *Incavalere*, and the *Chambletta*.

The Turn *Terra a Terra* in the outmoſt Circle of the ſtrait Ring, and the *Incavalera* and *Chambletta* in the Changes, wherein he is forced to lap one Leg over another, or elſe to lift up the hindmoſt Leg from the Ground, whilſt he brings the outmoſt over it: This Leſſon is ſo difcult, that a compleat Horſeman ſhould think his Horſe hath never perfectly learn'd it, therefore he muſt continually practice his Horſe in treading, trotting, and gallopping theſe narrow Rings, and from thence to paſs them about in Ground-ſalts, as from taking up his fore Legs from

from the Ground both together, and bringing his hinder Feet in their Place, and ſo paſſing the Ring as often as the Strength of your Horſe, and your own Reaſon will allow of.

Thus you ſee the perfecting your Horſe in the large Ring, will eaſily introduce him into the Knowledge of the ſtrait Ring, and that brings him to turn perfectly, and ſtopping begets retiring, and retiring, advancing.

Having brought your Horſe to this Perfection, take off his *Muſrole* and *Trench*, and in their Stead put on his Head a gentle *Cavezan*, in ſuch Manner, that it lie on the tender Griſſel of his Noſe, ſomewhat near the upper Part of his Noſtrils; put in his Mouth a ſweet ſmooth Cannon Bit, with a plain watering Chain, the Check being of a large Size, let the *Kirble* be thick, round, and large, hanging looſely upon his nether Lip, ſo that it may entice him to play therewith.

Having ſo done, mount, caſting the left Rein of your *Cavezan* over the Horſe's right Shoulder, and bear it with your Thumb, with the Reins of the Bit in your left Hand, let the right Reins of the *Cavezan* be caſt over his left Shoulder, and bear it with your Rod in your Hand, and ſo trot him forth the firſt Morning about two Miles in the Highway, making him now and then ſtop and retire, and gather up his Head in its due Place; the next Day bring him to his former large Rings, and perfect him therein with the Bit, as you did with the Snaffle in all the foregoing Leſſons, which is more eaſily done, by Reaſon the Bit is of better Command, and of ſharper Correction.

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The next Thing we ſhall ſpeak of (to avoid every Thing that is not very pertinent to our Purpoſe) is the *Turning Poſt*, which muſt be ſmooth and ſtrong, and very well fixed in the Center of the ſtrait Ring, then cauſing ſome Perſon to ſtand at the Poſt, give him the right Rein of your *Cavezan* to hold about the Poſt, and ſo walk or trot your Horſe about the ſame, as oft you think fit, on your right Hand; then change your right Rein for your left, and do as before; continue thus doing till your Horſe be perfect in every Turn. Having ſo done, teach him to manage (the proper Poſture for a Sword) which is thus performed: Cauſe two Rods to be prickt in the Earth, at what Diſtance you ſhall think fit from one another; then walk your Horſe in a ſtrait Ring about the firſt on your right Hand, paſſing him in an even Furrow down to the other Rod, and walk about that alſo in a narrow Ring on your left Hand, then thruſt him into a gentle Gallop down the even Furrow, till you come to the firſt Rod, and there make him ſtop (as it were) and advance without Pauſe or Intermiſſion of Time; thruſt him forward again, beat the turn *Terra a Terra* about on your right Hand; then Gallop fore-right to the other Rod, and in the ſame Manner beat the turn about on the left Hand; do this as often as you ſhall think convenient; Though there are many Sorts of Managers, yet I hold but two neceſſary and uſeful, and that is this already deſcribed, called *Terra a Terra*, and *Incavalere* or *Chambletta*, afore-mention'd. As for the *Career*, I need not ſpeak much thereof; only this, when you run him fore-right at full ſpeed

ſpeed, ſtop him quickly, ſuddenly, firm and and cloſe on his Buttock, and mark that you make not your *Career* too long, nor too ſhort: the one weakens, and the other hinders the diſcovery of his true Wind and Courage; therefore let not the Length of your *Career* extend above ſixſcore Yards; and be ſure you give him ſome little warning by your Bridle-hand, before you ſtart him, and then ſtop him firmly and ſtrongly.

Thus much for the War-horſe or great Saddle.

Of the Horſe of Pleaſure.

IF you will make your Horſe to bound aloft, you muſt firſt trot him about ſixteen Yards, then ſtop him, and when he hath advanced twice, ſtrengthen a little your Bridle-hand, and then give him the even Stroke of both your Spurs together hard, which at firſt will only amaze him, but if he have good Mettle and Courage, he will at length riſe from the Ground by often doing it; if he doth it, though but little, cheriſh him very much, then let him pauſe and give him your Spurs again, and if he acts according to your deſire, cheriſh him again, make him do thus three or four Times a Day, till he is ſo perfect that he will do it at any Time at your Spurs Command.

Next, teach him to corvet thus: Hollow the Ground a Horſe's Length, where two Walls join

join together, then place a ſtrong ſmooth Poſt by the Side of the hollowneſs of a Horſe's Length likewiſe from the Wall, then over againſt the Poſt faſten an Iron-ring at the Wall; this done, ride your Horſe into the hollow Place, and faſten one of the Reins of the Cavezan to the Ring; and the other about the Poſt; then (having firſt cheriſhed your Horſe) make him advance by the help of the Calves of your Legs, twice or thrice together, and let him pauſe; after this (cheriſhing him again) advance him half a ſcore Times together, and daily encreaſe his advanceings, till you perceive he hath got ſuch a Habit therein, that he will by no means go forward, but keeping his Ground certain, advance both before and behind of an equal height, and keep juſt and certain Time with the Motions of your Legs; and if he raiſe his hinder Legs not high enough, you muſt have ſome Body behind, who having a Rod, muſt gently jerk him on the Fillets, to make him raiſe his hinder Parts. By taking this courſe in a few Days you will ſo teach your Horſe to corvet, that without any helps at any Time and Place, you may make hin corvet at your Pleaſure.

I need not ſpeak of the *Capriole*, ſince it is the ſame Manner of Motion as the *Corvet*, only it is done forward, gaining Ground in the Salt, raiſing his hinder Parts as high or higher than the foremoſt.

If you would have your Horſe go ſidelong on any Hand, you muſt draw up your Bridle-hand ſtreight, and if you would have him go on the right Hand, lay your left Rein cloſe

to

to his Neck, and the Calf of your Leg close to his Side, making him put his left Leg over his right, then turning your Rod backward, gently jerking him on the left hinder Thigh, make him bring his hinder Parts to the right Side also, and stand in an even Line as at the first, then make him remove his fore-parts more than before, so that he may as it were cross over the even Line, and then make him bring his hinder Parts after, and stand in an even Line again, and this do till by practice he will move his fore-parts and hinder-parts both together, and go Side long as far as you please; and if you would have him go on the left Hand, do as before.

To conclude, these are the most material Lessons requisite to be taught any Horse whatever, either for Service or Pleasure, which if taught your Horse with care and patience, you may conclude your Horse perfect and compleat. But be sure you observe this, that whatsoever Lesson your Horse is most imperfect in, with that Lesson ever when you Ride begin and end; repeating every one over, more or less, lest want of use breed Forgetfulness, and Forgetfulness absolute Ignorance.

CHAP-

CHAP. II.

Of RACING.

FOR the compleating a Gentleman's Delight in the Art of *Racing*, he is to take ſpecial Cognizance of theſe ſubſequent Rules and Orders.

Firſt, He is to conſider what is the moſt convenient Time to take his Horſe from Graſs, which is about *Bartholomew-tide*, the Day being dry, fair, and pleaſant; as ſoon as he is taken up, let him ſtand all that Night in ſome convenient dry Place to empty his Body; the next Day put him into a Stable, and feed him with Wheat-ſtraw, but no longer; for though the Rule be good in taking up Horſes Bellies after this Manner, yet if you exceed your Time in ſo doing, this Straw will ſtraighten his Guts, heat his Liver, and hurt his Blood; therefore what you want in Straw let it be ſupplied by riding him forth to Water Morning and Evening, Airings, and other moderate Exerciſe. And for his Food, let it be good old ſweet Hay, and cloath him according to the Weather and Temper of his Body; for as the Year grows colder, and thereby you find his Hair riſe and ſtare about his Neck, Flanks, or other Parts, then add a woolen Cloth, or more if need require, till his Hair fall ſmooth. Where Note, *That a rough Coat ſhews want of Cloth, and a ſmooth Coat Cloth enough.*

A Race-horſe ought to be dreſt in his reſting Days twice a Day, being his Morning and Evening watering; and muſt be done after this Manner: Curry him from the Tips of his Ears, to the ſetting on his Tail, all his Body entirely over with an Iron-comb, his Legs under the Knees and grambles excepted; then duſt him and currey him high again all over with a round Bruſh of Briſtles, then duſt him the ſecond Time, and rub all the looſe Hair off with your Hands dipt in fair Water, and continue rubbing till he is as dry as at firſt, then rub every part of him with a Hair Cloth, and laſtly rub him all over with a white Linnen Cloth; then pick his Eyes, Noſtrils, Sheath, Cods, Tuel, and Feet very clean, then Cloath him and ſtop him round with wiſps.

There is no better Water for a Race-horſe, than a running River or clear Spring, about a Mile and half from the Stable, near ſome level Ground, where you may Gallop him afterwards, having ſcop'd him a little, bring him to the Water again, then ſcope him and bring him again, ſo often till he refuſe to drink more for that time; after this, walk him Home, cloath and ſtop him up round with great ſoft wiſps, and having ſtood an Hour upon the Bridle, feed him with ſweet ſound Oats, either dried by Age or Art: If your Horſe be low of Fleſh, or hath a bad Stomach, add one third of Beans to two Parts of Oats, and that will recover both.

The next Food you ſhall give him ſhall be better and ſtronger, and it is Bread, which you muſt make after this Manner: take two Buſhels of

of Beans, and one of Wheat, and grind them together, then boult through a fine Range the Quantity of half a Buſhel of pure Meal, and bake it in three Loaves, and the reſt ſift through a Meal-ſieve, and kneed it with Water and good Store of Barm, and bake it in great Loaves; with the courſer Bread feed your Runner in his reſting Days, and with the finer againſt the Days of his Exerciſe and greateſt Labour.

The Times of his feeding, upon the Days of his Reſt, muſt be after his coming from Water in the Morning, an Hour after Mid-day, after his Evening watering, and at ten a Clock at Night; but upon his labouring Days two Hours after he is throughly cold, outwardly and inwardly, afterwards as aforeſaid.

Let his Hay be dry and ſhort; If it be ſweet, no matter how courſe it is, for if it be rough it will ſcoure his Teeth. As for the Proportion of his Food, I need not preſcribe a Quantity, ſince you muſt allow him according to the goodneſs and badneſs of his Stomach.

His Exerciſe ought to be thrice a Week, and it muſt be more or leſs, according to the Condition of his Body; for if it be foul, exerciſe him moderately to break his Greaſe; if clean, you may do as you think fit, having a Care that you diſcourage him not, nor abate his Mettle; and after every Exerciſe, give him that Night, or the next Morning, a Scowring; the beſt I know to purge a Horſe from all Greaſe, Glut, or Filth whatever, is this; Take three Ounces of Anniſeeds, ſix Drams of Cummin-ſeeds a Dram and

a half of Carthamus, two Drams of Fenugreek-ſeeds, and of Brimſtone an Ounce and a half; beat all theſe to a fine Powder, and ſearſe them; then take of Sallet-Oil ſomewhat more than a Pint, a Pound and half of Honey, and a Pottle of White Wine, then with fine white Meal knead it well into a ſtrong Paſte, and keep it by you, it will laſt a long Time; when you uſe it, diſſolve a Ball thereof in a Pail of fair Water, and give it him to drink after Exerciſe, in the dark, leſt diſcolouring the Water, the Horſe refuſe to drink. This is an excellent Scowring, and a Remedy for all internal Diſtempers.

Now after Exerciſe, cool him a little abroad before you bring him home, then houſe him, and litter him well, rubbing him with dry Cloaths till there be never a wet Hair about him, then cloath and whiſp him round.

Here note, before you air your Horſe, it will be requiſite to break a raw Egg into his Mouth, for it will add to his Wind. If he be fat, air him before Sun-riſe, and after Sun-ſet; but if lean, let him have as much Comfort of the Sun as you can. Courſing in his Cloaths ſometimes to make him ſweat, is not irrequiſite, ſo it be moderately done; but when without his Cloaths, let it be ſharp and ſwift.

Let his Body be empty before he courſe; and to waſh his Tongue and Noſtrils with Vinegar, or to piſs in his Mouth e're you back him, is very wholſome; having courſed him, cloath him, after he hath taken Breath, and ride him home gently.

To

To be ſhort, what is here defective in the right ordering of a Race-Horſe, your own Judgments may eaſily ſupply. All that you have to do, is to be careful when to take him up, how to cloath him and dreſs him, when and how to feed and water, what and how much Exerciſe is requiſite either by airing, or by courſing, and his ordering after Exerciſe, and what Scowrings are moſt requiſite; and that I may add a little more to your Knowledge, and conclude this Subject, take theſe general Rules and Inſtructions.

1. Courſe not your Horſe hard, at leaſt four or five Days before you run your Match, leſt the Soreneſs of his Limbs abate his Speed.

2. Except your Horſe be a foul Feeder, muzzle him not above two or three Nights before his Match, and the Night before his bloody Courſes.

3. As you give your Horſe gentle Courſes, give him ſharp ones too, that he may as well find Comfort as Diſpleaſure thereon.

4. Upon the Match-day, let your Horſe be empty, and that he take his Reſt undiſturbed, till you lead him out.

5. Shoo your Horſe every Day before you run him, that the Pain of the Hammers Knocks may be out of his Feet.

6. Saddle your Horſe on the Race-day in the Stable before you lead him forth, and fix both the Pannel and the Girths to his Back and Sides with Shoemaker's Wax, to prevent all Dangers.

7. Lead your Horſe to his Courſe with all Gentleneſs, and give him leave to ſmell to other

Horſes Dung, that thereby he may enticed to ſtale and empty his Body as he goes.

8. Laſtly, When you come to the Place where you muſt ſtart, firſt rub his Limbs well, then uncloath him, then take his Back, and the Word given, ſtart him with all the Gentleneſs and Quietneſs that may be, leſt doing any Thing raſhly, you choak him in his own Wind.

A Race-Horſe ought to have all the fineſt Shapes that may be; but above all Things, he muſt be nimble, quick, and fiery, apt to fly with the leaſt Motion. Long Shapes are tolerably good, for though they ſhew Weakneſs, yet they aſſure ſudden Speed. The beſt Horſe for this Uſe is the *Arabian Barbary*, or his Baſtard; not but *Gennets* are good, but the *Turks* much better.

Having laid you down all theſe Advantages for ordering your Racer, from his taking up, to the Day of his Running, I hope you will make ſuch good Uſe of them, that if upon an equal Match you ſhould lay your Money on the Heels of your Horſe thus ordered, he ſhall be ſo far from kicking away his Maſter's Stake, that the Nimbleneſs of his Feet ſhall make it double.

I might here inſert the many Subtilties and Tricks that are uſed in making a Match, the Craft of the Betters, with the Knavery of the Riders, but that they are now too generally known by the woful Experience of too many *Racing-looſers.*

CHAP-

CHAP. III.

Of ARCHERY.

Archery, as it is a Recreation, ſo it hath been heretofore, and is ſtill in ſome Parts of the World, very uſeful in military Affairs, but now quite laid aſide by *Engliſhmen* for fighting, there being found out more dextrous and ſpeedy Ways to kill and deſtroy one another.

Yet it is not ſo laid aſide, but that it is uſed by ſome for Paſtime, either at *Buts* or *Rovers*, and ſhould not be forgotten by Citizens, as appears by the Continuance of that ancient Cuſtom for every *Lord-Mayor* to ſee the Prize performed by ſhooting annually with the Pound Arrow.

Certainly this ſhooting in the Long Bow, is very healthful for the Body, by extending the Limbs, and making them pliant; and it hath been neceſſary for a Commonwealth, in the Defence and preſervation of the Country; but ſince it is ſo little uſed now a days, I ſhall abbreviate my Diſcourſe.

There are theſe Rules to be obſerved for ſhooting in the Long- bow.

Firſt, He muſt have a good Eye to behold and diſcern his Mark; and knowing-judgment to underſtand the diſtance of Ground, to take the true advantage of a Side-wind, and to know in what Compaſs his Arrow muſt fly; and a quick dexterity, to give his Shaft a ſtrong, ſharp, and ſudden looſe,

Secondly, He must in the Action it self stand fair and upright with his Body; his left Foot a convenient stride before his Right, both his Hams stiff, his left arm holding his Bow in the midst, stretch'd straight out, and his right arm with his first three Fingers and his Thumb, drawing the String to his right Ear, the Notch of his Arrow resting between his Fore-finger and Middle-finger of his right Hand, and the Steel of his Arrow below the Feathers, upon the middle Knuckle of his Forefinger, on his left Hand; he shall draw his Arrow close up to the Head, and deliver on the Instant, without hanging on the String.

The best Bow is either *Spanish* or *English* Yew; the Shaft is of Birch, Sugar-chest, or Brazil; and the best Feathers grey or white.

There are three Marks to shoot at, *Butts*, *Pricks*, or *Rovers*.

The first is a level Mark, and therefore you must have a strong Arrow with a broad Feather.

The second is a Mark of some Compass, yet most certain in the Distance, therefore you must have nimble strong Arrows, with a middle Feather, all of one Weight, and flying.

The last, which is the *Rover*, is uncertain, sometimes longer, sometimes shorter, and therefore requires Arrows lighter or heavier, according to the Distance of Shooting.

If you want Strength, by Debilitation in the Arm or Back, you may reap the same Pleasure, by using the Cross-Bow, with which you may shoot at *Butts*, *Pricks*, or *Rovers*.

CHAP. IV.

Of COCK-FIGHTING.

COcking is a Sport or Paſtime ſo full of Delight and Pleaſure, that I know not any Game in that Reſpect is to be preferred before it, and ſince the *Fighting-Cock* hath gained ſo great an Eſtimation among the Gentry, in Reſpect to this noble Recreation, I ſhall here propoſe it before all the other Games, of which I have afore ſuccinctly diſcourſed; that therefore I may methodically give Inſtructions to ſuch as are unexperienc'd, and add more Knowledge to ſuch who have already gained a competent Proficiency in this pleaſing Art, I ſhall, as briefly as I can, give you Information how you ſhall chuſe, breed, and diet the *Fighting Cock*, with what choice Secrets are thereunto belonging, in Order thus:

Of the Choice of the Fighting Cock,

IN the Election of a *Fighting-Cock* there are Four Things principally to be conſidered, and they are *Shape*, *Colour*, *Courage*, and *Sharp-Heel*.

Firſt, As to his Shape, you muſt not chuſe him neither too ſmall, nor too large; the firſt is weak and tedious in his fighting, and the other unweildy, and not active, and both very difficult to be matched; wherefore the middle-ſiz'd Cock is the proper Choice for your purpoſe, being eaſily match'd, and is both ſtrong and nimble.

His Head ought to be ſmall, with a quick large Eye, and a ſtrong Back, and (as Mr. *Markham* obſerves) muſt be crockt and big at the ſetting on, and in Colour ſuitable to the Plume of his Feathers, whether black, yellow, or reddiſh, *&c.* The Beam of his Leg muſt be very ſtrong, and according to his Plume, blue, grey, or yellow, his Spurs rough, long, and ſharp, a little bending and looking inward.

Secondly, His Colour ought to be either gray, yellow, or red, with a black Breaſt; not but that there are many other coloured Piles very excellent good, which you muſt find out by Practice and Obſervation, but the three former, by the Experience of moſt, found ever the beſt; the py'd Pile may paſs indifferently, but the white and dun are rarely found good for any thing.

Here note, That if your Cock's Neck be inveſted with a ſcarlet Complexion, it is a Sign that he is ſtrong, luſty, and couragious; but on the contrary, if pale and wan, it denotes the Cock to be faint, and in Health defective.

Thirdly, You may know his Courage by his proud upright ſtanding, and ſtately Tread in walking; and if he croweth very frequently

quently in the Pen, it is a couragious Demonſtration.

Fourthly and laſtly, His narrow Heel, or Sharpneſs of Heel, is known no other-ways, than by Obſervation in fighting, and that is when upon every Riſing he ſo hits, that he extracts Blood from his Opponent, gilding his Spurs continually, and every Blow threatning immediate Death to his Adverſary.

Here Note, That it is the Opinion of the beſt *Cock-Maſters*, that a ſharp heel'd Cock, though he be ſomewhat falſe, is better than a true Cock with a dull Heel; and the Reaſon is this; the one fights long but ſeldom wounds, the other carrieth a Heel ſo fatal, that every Moment produceth an Expectation of the Battle's Concluſion; and though he is not ſo hardy as to endure the utmoſt hewing, ſo commonly there is little Occaſion for it, being a quick Diſpatcher of his Buſineſs; now ſhould your Cock prove both hardy and narrow-heel'd, he is then the beſt Cock you can make Choice of.

To conclude; Make your Choice of ſuch a one that is of Shape ſtrong, of Colour good, of Valour true, and of Heel ſharp and ready.

How to breed a Cock of the Game.

WHatever you do, let your Hen be of a good Complexion, that is to ſay, rightly plum'd,

plum'd, as black, brown, ſpeckt, gray, griſſel, or yellowiſh; theſe are the right and proper Colours for a Hen of the Game; and if ſhe be tufted on the Crown, it is ſo much the better, for that argues Courage and Reſolution, and if ſhe have the Addition of Weapons, they conduce very much to her Excellency.

Let her Body be large and well poked behind for the Production of large Eggs; you will do well to obſerve how ſhe behaveth herſelf to her Chickens, whether friendly or frowardly, and take ſpecial Notice of her Carriage and Deportment among other Hens, if ſhe will receive Abuſes from them without Revenge, or ſhew any thing of Cowardice, value her not, for you may aſſure your ſelf her Chickens will be good for Nothing.

By the way, take this Obſervation, confirmed by the Opinion of the beſt *Cock-Maſters*, both ancient and modern, That a right Hen of the Game from a Dunghill Cock will bring forth very good Chickens, but the beſt Cock from a Dunghill-Hen will never get a Bird that's fit for the Game; wherefore, if you intend to have a good Breed, get perfect Cocks for your perfect Hens.

The beſt Seaſon for breeding, is from the Encreaſe of the Moon in *February*, to the Encreaſe of the ſame in *March*. Let her Neſt be ſo placed, that ſhe may not be diſturbed by the Sight of any other Fowl, which frequently ſo raiſeth her Choler, that the Eggs are in great Danger; let the Compoſure of her Neſt be made of ſoft ſweet Straw, and let it ſtand in ſome warm Place, for ſhe is a Bird that is very tender.

The

The next thing that you are to obſerve, is, whether ſhe turn her Eggs often or not, if ſhe is remiſs therein, you muſt ſupply her Duty, but if ſhe ſave you the labour, prize her more than ordinary. And that ſhe may not ſtraggle too far from her Eggs, being neceſſitated to ſeek abroad for Food, and ſo cool her Eggs, it will be altogether neceſſary for you to ſet by her ſuch neceſſary Food as you ſhall think fit, with ſome fair Water ; and that ſhe may bathe and trim herſelf at her Pleaſure in the Place where ſhe ſitteth, let there be Sand, Gravel, and Aſhes, finely ſifted.

The Hen hatcheth her Chickens commonly after One and Twenty Days ; obſerve in the hatching to take thoſe newly hatched, and wrapping them in Wooll, keep them warm by the Fire-ſide till the reſt are diſcloſed ; being all hatcht, put them under the Hen, and be ſure to keep her warm, and ſuffer not your Hen and Chickens to ſtraggle abroad till they are above three Weeks old ; and let the Room wherein they walk be boarded, for all other Floors are either too moiſt or too cold.

Let their Walk be in ſome Graſs Court or green Place, after they are a Month old, that they may have the Benefit of feeding on Worms, and now and then to ſcowre themſelves with Graſs and Chickweed, but be careful they come not near Puddles, or filthy Places, for they ingender in Birds of this Nature venomous Diſtempers, which commonly prove fatal ; for the Prevention of ſuch Maladies, by way of Antidote, give them every Morning before they range abroad, the Blades of Leeks chopt or minced

minced ſmall and mingled among their uſual Diet; alſo it will be requiſite to perfume their Room with burnt Penny-royal, or Roſemary.

Obſerve to take this Courſe till their Sexes are diſtinguiſhable; as ſoon as the Comb and Wattles are diſcernable, or plainly viſible to the Eye, cut them away, and anoint the ſore Place with freſh Butter till it be whole. The Reaſons why their Combs or Wattles ſhould be cut ſo ſoon, are theſe; Firſt, if you let them grow till they arrive to their full Bigneſs, and then cut them, there will follow a great Flux of Blood, and the leaſt Loſs of Blood in feather'd Fowl, is very dangerous; if much, frequently mortal; moreover, to let them grow thus, cauſeth gouty thick Heads, with great Lumps; whereas if you take them off betime, as aforeſaid, they will have Heads finely ſmall, ſmooth, and ſlender.

The Time of the Separation of the Cock-Chickens, is when they begin to fight with and peck one another; till which Time you may let them walk with the Hen promiſcuouſly together, but afterwards let their Walks be apart, and that Walk is beſt where he may ſecurely and privately enjoy his Hens, without the Diſturbance and Annoyance of other Cocks; for which purpoſe, Walks at Wind-mills, Water-mills, Grange-houſes, Lodges in Parks, and Coney-Warrens, are very good Walks, but that the latter is ſomewhat dangerous, being too frequently haunted with Pole-cats, and other Vermin.

Let the Place of feeding be as near as you can on ſoft dry Ground, or Boards, if the Place be

be harder, as on paved Earth, or Floors plaiſter'd, it will ſo weaken and blunt their Beaks, that they will be unable to hold faſt.

Here note, That any white Corn is good for a Cock in his Walk, and ſo are white Bread Toaſts ſteeped in Drink, or Man's Urine, which will both ſcowre and cool them inwardly.

Let not above three Hens walk with your Cock, for ſhould you ſuffer more, he will tread too much, by reaſon of the Heat of their Nature, and by often treading they will conſume their Strength, and become ſo debilitated, that though they have Courage enough, yet they have not Strength to perform their Parts as they ought to do in a Battle.

Obſerve the crowing of your Chickens; if you find them crow too ſoon, that is before ſix Months old, or unſeaſonably, and that their crowing is clear and loud, fit them as ſoon as you can for the Pot or Spit, for they are infallible Signs of Cowardice and Falſhood: On the contrary, the true and perfect Cock is long before he obtains his Voice, and when he has got it, obſerves his Hours with the beſt Judgment.

Suffer not your Cock to fight till he is compleat and perfect in every Member, and that is when he is two Years old; for to fight him when his Spurs are but Warts comparatively, is no Sign of Diſcretion, for you may then probably know his Valour and Courage, but you cannot know his Worth and Goodneſs.

In eſpecial manner take Care, that your Cock's Rooſting-Perch be not too ſmall in the Gripe, or ſo ill placed, that he cannot ſit without ſtradling, or if it be crooked it is bad; for by theſe

Means,

Means, a Cock will be uneven heel'd, and conſequently, no good Striker; and know that a Perch maketh or marreth a Cock; to remedy or prevent ſuch Faults, is to have in your Rooſt a Row of little Perches about eight Inches in Length, and ten Inches from the Ground, that the Cock may with more Facility aſcend, and being up, forced to keep his Legs near together: And here take Notice of this Maxim amongſt the beſt Cock-breeders, *That the Cock which is a cloſe Sitter, is ever a narrow Striker.*

Let the Foot-ſtool of the Perch be round and ſmooth, about the Thickneſs of a Man's Arm, or if you will have the beſt Form for a Pearch, go viſit the Houſes of the moſt skilful Cock-maſters, and from them all gather what is moſt neceſſary for your Purpoſe, by making Inſpection into their Feeding-Pens, and other Places; and let the Ground underneath the Perch be ſoft, for otherwiſe when he leaps down, he will be apt, on a rough and hard Ground, to hurt his Feet, inſomuch that they will grow knotty and gouty.

Of Dieting and Ordering a Cock for Battle.

IN the Dieting and ordering of a Cock for Battle, conſiſteth all the Subſtance of Profit and Pleaſure; and therefore your cunning Cock-Mer-

Merchants are very cautious of divulging the Secrets, as they call them, of dieting, for on that depends the winning or losing of the Battle, they knowing very well, that the best Cock undieted is unable to encounter the worst that is dieted ; let others be as niggardly as they please of their Experience and Observations, for my part, I shall be free, and scorn to conceal any thing that may tend to the Propagation of the Art and Mystery of Cock-fighting ; Wherefore, as to the dieting and ordering of fighting Cocks, take these Instructions following.

The Time of taking up your Cocks is about the latter End of *August*, for from that Time till the latter End of *May*, Cocking is seasonable, and in Request, the Summer Season being improper, by reason of its great Heat.

Having taken them up, view them well, and see that they are sound, hard feather'd, and full summ'd, that is, having all their Feathers compleat ; then put them into several Pens, having a moving Perch therein, to set it at which Corner of the Perch you think most convenient ; the Fashion and Form of these Pens you may have at the House of any Cocker, and therefore I shall give you no Directions how to make them ; only he advised to keep your Pens clean, and let not your Cocks want either Meat or Water.

For the first four Days after your Cock is pen'd, feed him with Crumbs of old Manchet, cut into square Bits, about a Handful at a Time, and feed him thrice a Day therewith, that is, at Sun-rising, when the Sun is in his Me-

Meridian, and at Sun-ſetting, and let his Water be from the coldeſt Spring you can get it.

Having fed your Cock thus four Days, or ſo long till you think he hath purg'd himſelf of his Corn, Worms, Gravel, and other courſe feeding, then in the Morning take him out of the Pen, and let him *Sparr* a while with another Cock. *Sparring* is after this Manner: Cover each of your Cocks Heels with a Pair of *Hots*, made of bombaſted Rolls of Leather, ſo covering the Spurs that they cannot bruiſe or wound one another, and ſo ſetting them down on Straw in a Room, or green Graſs abroad, let them fight a good while, but by no Means ſuffer them to draw Blood of one another; the Benefit that accrues hereby is this, it heateth and chafeth their Bodies, and it breaketh the Fat and the Glut that is within them, and adapts it for Purgation.

Having *Sparred* as much as is ſufficient, which you may know when you ſee them pant and grow weary; then take them up, and taking off their *Hots*, give them a Diaphoretick, or Sweating, after this Manner: You muſt put them in deep ſtraw Baskets, made for the purpoſe, or for Want of them, take a Couple of Cocking bags, and fill theſe with Straw half ways, then put in your Cocks ſeverally, and cover them over with Straw to the Top, then ſhut down the Lids, and let them ſweat; but do not forget to give them firſt ſome White Sugar-candy, chopt Roſemary, and Butter, mingled and incorporated together, let the Quantity be about the Bigneſs of a Walnut,

by

by ſo doing you will cleanſe him of his Greaſe, increaſe his Strength, and prolong his Breath.

Towards four or five a Clock in the Evening, take them out of their Stoves, and having lick'd their Eyes and Head with your Tongue, put them into their Pens, and having filled their Troughs with ſquare-cut Manchet, piſs therein, and let them feed whilſt the Urine is hot; for this will cauſe their Scowring to work, and will wonderfully cleanſe both Head and Body.

After this, diet your Cocks with a Bread made after this manner: Of Wheat-meal and Oat-meal Flower, take of each a Gallon, and knead them into a ſmall Paſte, with Ale, the Whites of half a ſcore Eggs, and ſome Butter; having wrought the Dough very well, make it into broad thick Cakes, and when they are four Days old, cut them into ſquare Pieces; I will not adviſe you to uſe (as ſome imprudently do) Liquoriſh, Anniſeeds, or rather hot Spices among your foreſaid Ingredients; for they will make a Cock ſo hot at the Heart, that upon concluding of the Battle, he will be ſuffocated and overcome with his own Heat. In ſhort, that Food is beſt which is moſt conſentaneous to his own natural Feeding.

The ſecond Day after his *Sparring*, take your Cock into a fair green Cloſe, and having a Dunghill Cock in your Arms, ſhow it him, and then run from him, that thereby you may entice him to follow, you permitting him to have now and then a Blow, and thus chace him up and down about half an Hour; when he begins to pant, being well heated, take him up, and carry him home, and give him this Scowring; Take half

a Pound of freſh Butter, and beat it in a Mortar with the Leave of *Herb of Grace*, *Hyſop*, and *Roſemary*, till they all look like a green Salve, give him thereof a Piece as big as a Walnut, and then ſtove him as aforeſaid, till Evening, and then feed him according to former Preſcription.

The next Day, let him feed and reſt, and ſparr him the next Day after ; thus do every other Day for the firſt Fortnight, either ſparring or chacing, and after every Heat, a ſcowring, which will keep him from being fat and purſy.

Feed him the ſecond Fortnight as you did the firſt, but you muſt not ſparr him or chaſe him above twice a Week, obſerving ſtill, that if you heat him much, you muſt ſtove him long, and give him a greater Quantity of Scowring. When well in Breath, ſlight Heats, ſmall Scowrings, and little ſtoving will ſerve the Turn.

The third Fortnight (which is a Time ſufficient for ordering a Cock for the Battle) you muſt feed him as aforeſaid, but you muſt not ſpar him at all, for fear of making his Head ſore, but you may moderately chaſe him twice or thrice in that Time, as aforeſaid, then give him his Scowring rolled well in brown Sugar-candy, which will prevent the Scowring from making the Cock ſick ; now may you let him fight, having firſt let him reſt four Days, obſerving that he come empty into the Pit.

The Right Way of Cock-matching.

OF all Things have a ſpecial Care how you match your Cock; for ſhould you feed your Cock with never ſo much circumſpect Care and Prudence, it will avail nothing if your Cock be over-matcht.

In matching, take Notice of theſe two Things, firſt, The Length of Cocks; Secondly, The Strength of Cocks. For the Length, if your Adverſary's Cock be too long, yours ſhall hardly catch his Head, and ſo be incapable of endangering Eye or Life; and if he be the ſtronger, he will over-bear your Cock, and not ſuffer him to riſe or ſtrike with any Advantage.

The Length you may judge of by the Eye, when your gripe the Cock by the Waſte, and make him ſhoot out his Legs, in which Poſture you ſhall ſee the utmoſt of his Height, and ſo compare them together, being herein governed by your Judgment, his Strength is known by the Thickneſs of his Body. Take this for a Rule, *That a Cock is ever held the ſtrongeſt, which is the largeſt in the Garth.*

You ſhall know the Dimenſions of the *Garth* by the Meaſure of your Hands, griping the Cock about from the Points of your great Fingers to the Joints of your Thumbs, and either of theſe Advantages by no Means give your Adverſary; if you doubt Loſs in the one, be ſure to gain in the other: For the weak long Cock will

riſe at more Eaſe, and the ſhort ſtrong Cock will give the ſurer Blow.

How to prepare Cocks for Fight.

SInce all Cocks are not caſt in one Mould, the Advantages on either Side muſt be reconciled by matching; and having made an equal Match as near as you can, you muſt thus prepare him to fight.

Firſt, With a Pair of fine Cock-ſhears, cut all his Mane off cloſe unto his Neck, from the Head to the ſetting on of the Shoulders. Secondly, Clip off all the Feathers from the Tail cloſe to his Rump, the redder it appears, the better is the Cock in Condition. Thirdly, Take his Wings and ſpread them forth by the Length of the firſt riſing Feather, and clip the reſt ſlopewiſe, with ſharp Points, that in his riſing he may therewith endanger an Eye of his Adverſary. Fourthly, Scrape, ſmooth, and ſharpen his Spurs with a Penknife. Fifthly and Laſtly, See that there be no Feathers on the Crown of his Head for his Adverſary to take hold of; Then with your Spittle, moiſtening his Head all over, turn him into the Pit to move his Fortune,

How to order Cocks after Battle, and how to cure Wounds.

THE Battle being ended, immediately ſearch your Cock's Wounds; as many as you can find, ſuck the Blood out of them, then waſh them well with warm Urine, and that will keep them from rankling; after this, give him a Roll or two of your beſt ſcowring, and ſo ſtove him up as hot as you can for that Night; in the Morning if you find his Head ſwell'd, you muſt ſuck his Wounds again, and bathe them again with warm Urine, then take the Powder of the Herb *Robert*, and put it into a fine Bag, and pounce his Wounds therewith; after this, give him a good Handful of Bread to eat out of warm Urine, and ſo put him into the Stove again, and let him not feel the Air till the Swelling be fallen.

If he hath received any Hurt in his Eye, then take a Leaf or two of right Ground Ivy, that which grows in little Tufts in the Bottom of Hedges, and hath a little rough Leaf; I ſay, take this Ivy, and chew it in your Mouth, and ſpit the Juice into the Eye of the Cock, and this will not only cure the preſent Malady, but prevent the Growth of Films, Haws, Warts, or the like, deſtructive to the Eye-ſight.

If after you have put out your wounded Cocks to their Walks, and viſiting them a Month or two after, if you find about their Head any

ſwollen Bunches, hard and blackiſh at one End, you may then conclude in ſuch Bunches there are unſound Cores, which muſt be opened, and cruſh'd out with your Thumbs; and after this, you muſt ſuck out the Corruption, and filling the Holes full of freſh Butter, you need not doubt a Cure.

Cures for ſome Diſtempers in a Cock, Chick, or Hen of the Game.

THE Pip is a white thin Scale growing on the Tip of the Tongue, by which Means Poultry in general cannot feed; it is very viſible to the Eye, and proceedeth from foul feeding, or Want of Water; it is cured by pulling off the Scales with your Nail, and rubbing the Tongue with Salt.

The Roop is a filthy Boyl or Swelling on the Rump of the Cock, Hen, *&c.* and will corrupt the whole Body. It is known by the ſtaring and turning back of the Feathers. For the Cure, you muſt pull away the Feathers, and open the Sore to thruſt out the Core, then waſh the Place with Water and Salt, the Cure is effected.

If your Cock or Hen have the Flux, which happeneth by eating too much moiſt Meat, you may cure them by giving them ſcalded Peaſe Bran; but if they cannot mute, anoint their Vents, and give them Corn ſteep'd in Man's Urine.

Lice

Lice is a common Infirmity among them, proceeding from corrupt Food, or for Want of bathing, in Sand, Aſhes, or the like; this Malady you muſt cure in taking Pepper beaten to Powder, and mixing it in warm Water, waſh them therewith. If they are troubled with ſore Eyes, taking a Leaf or two of Ground-Ivy, and chewing it well in your Mouth, ſpit the Juice thereof into their Eyes, and it will preſently heal. What other Infirmities are incident to theſe Birds of Game, I ſhall leave, and their Cures, to your own Practice and Obſervation.

An Excellent and Elegant Copy of VERSES upon Two Cocks Fighting. By Dr. R. *Wild.*

GO you tame Gallants, you that have a Name,
And would accounted be Cocks of the Game;
That have brave Spurs to ſhew for't, and can crow,
And count all Dunghill-breed that cannot ſhow
Such painted Plumes as yours; which think't no Vice,
With Cock-like Luſt, to tread your Cockatrice?
Tho' Peacocks, Woodcocks, Weather-Cocks, you be,
If y'are not Fighting Cocks, y'are not for me.
I of two Feather'd Combatants will write;
And he that means to th' Life t'expreſs their Fight,
Muſt make his Ink the Blood which they did ſpill,
And from their dying Wings muſt take his Quill.

NO ſooner were the doubtful People ſet,
The Match made up, and all that would had bett,

But ſtrait the skilful Judges of the Play,
Brought forth their ſharp-heel'd Warriours, and they
Were both in Linnen Bags, as if 'twere meet,
Before they dy'd, to have their Winding-Sheet.
Into the Pit they're brought, and being there
Upon the Stage, the Norfolk *Canticleer*
Looks ſtoutly at his ne'er before-ſeen Foe,
And like a Challenger began to Crow,
And clap his Wings, as if he would diſplay
His Warlike Colours, which were black and grey.
Mean time the wary Wisbich *walks and breaths*
His active Body, and in Fury wreaths
His comely Creſt, and often looking down,
He whets his angry Beak upon the Ground.
This done they meet, not like that Coward Breed
Of Æſop's *; theſe can better Fight than Feed:*
They ſcorn the Dunghill, 'tis their only Prize,
To dig for Pearls within each other's Eyes.
They fought ſo nimbly that 'twas hard to know,
To th' skilful, whether they did fight or no;
If that the Blood which dy'd the fatal Floor
Had not been Witneſs of't. Yet fought they more:
As if each Wound were but a Spur to prick
Their Fury forward, Lightning's not more quick,
Or red, than were their Eyes: 'Twas hard to know,
Whether 'twas Blood or Anger made them ſo.
I'm ſure they had been out, had they not ſtood
More ſafe, by being fenced in with Blood.
Thus they vy'd Blows; but yet, alaſs! at length,
Altho' their Courage were full try'd, their Strength,
And Blood began to Ebb. You that have ſeen
A watry Combat on the Sea between
Two angry roaring boyling Billows, how
They march and meet, and daſh their curled Brow:
Swelling like Graves, as tho' they did intend
T'intomb each other e'er the Quarrel end; But

But when the Wind is down, and bluſtring Weather,
They are made Friends, and ſweetly run together;
May think theſe Champions ſuch: Their Blood grows low,
And they which leapt before, now ſcarce can go:
Their Wings which lately at each Blow they clapt,
(As if they did applaud themſelves) now flapt;
And having loſt th' Advantage of the Heel,
Drunk with each other's Blood, they only reel;
From either Eyes ſuch Drops of Blood did fall,
As if they wept them for their Funeral.
And yet they fain would fight; they came ſo near,
Methought they meant into each other's Ear
To whiſper Wounds; and when they could not riſe,
They lay and look'd Blows int' each other's Eyes.
But now the Tragick Part; After this Fit,
When Norfolk *Cock had got the beſt of it,*
And Wisbich *lay a dying, ſo that none,*
Tho' ſober but might venture Seven to One;
Contracting, like a dying Taper, all
His Strength, intending with the Blow to fall:
He ſtruggles up, and having taken Wind,
Ventures a Blow, and ſtrikes the other blind.
And now poor Norfolk *having loſt his Eyes,*
Fights only guided by Antipathies:
With him, alaſs! the Proverb holds not true,
The Blows his Eyes ne'er ſaw his Heart muſt rue.
At length by Chance he ſtumbled on his Foe,
Not having any Power to ſtrike a Blow.
He falls upon him with his wounded Head,
And makes his conquer'd Wings his Feather-bed:
Where lying ſick his Friends were very charie
Of him, and fetcht in haſte Apothecary;
But all in vain, his Body did ſo bliſter,
That 'twas uncapable of any Clyſter;
Wherefore at length opening his fainting Bill,
He call'd a Scriv'ner, and thus made his Will. Im-

IMprimis, *Let it never be forgot,*
My Body freely I bequeath to th' Pot,
Decently to be boil'd, and for its Tomb
Let it be buried in ſome hungry Womb.
Item, *Executors I will have none,*
But he that on my Side laid Seven to One;
And like a Gentleman that he may live,
To him and to his Heirs my Comb I give,
Together with my Brains, that all may know,
That oftentimes his Brains did uſe to crow.
Item, *It is my Will, to th' weaker ones,*
Whoſe Wives complain of them, I give my Stones;
To him that's dull I do my Spurs impart,
And to the Coward I bequeath my Heart:
To Ladies that are light it is my Will,
My Feathers ſhould be given; and for my Bill,
I'd giv't a Taylor, but it is ſo ſhort,
That I'm afraid he'll rather curſe me for't:
And for th' Apothecary's Fee, who meant
To give me a Clyſter, let my Rump be ſent.
Laſtly, *Becauſe I feel my Life decay,*
I yield and give to Wisbich *Cock the Day.*

Of *BOWLING.*

BOWLING is a Game of Recreation, which if moderately uſed, is very healthy for the Body, and would be much more commendable than it is, were it not for thoſe Swarms of Rooks which

which ſo peſter Bowling-Greens, Bares, and Bowling-Alleys, where any ſuch Places are to be found, ſome making ſo ſmall a Spot of Ground yield them more annually than fifty Acres of Land ſhall do elſewhere about the City, and this done, by cunning, betting, crafty matching, and baſely playing Booty.

In Bowling, there is a great Art in chuſing out his Ground, and preventing the Windings, Hanging, and many turning Advantages of the ſame, whether it be in open wide Places, as Bares, and Bowling-greens, or in cloſe Bowling-Alleys. Where note, that in Bowling, the chuſing of the Bowl is the greateſt Cunning. Flat Bowls are beſt for a cloſe Alley, round byaſſed Bowls for open Grounds of Advantage, and Bowls as round as a Ball for green Swarths that are plain and level.

There is no adviſing by Writing how to bowl, Practice muſt be your beſt Tutor, which muſt adviſe you the Riſing, Fallings, and all the ſeveral Advantages that are to be had in divers Greens and Bowling-Alleys; all that I ſhall ſay, Have a Care you are not in the firſt Place rookt out of your Money; and in the next Place, you go not to theſe Places of Pleaſure unſeaſonably, that is, when your more weighty Buſineſs and Concerns require your Preſence at home, or ſome-where elſe.

The Character of a Bowling-Alley and Bowling-Green.

A Bowling-Green, or Bowling-Alley, is a Place where three Things are thrown away beſides the

the Bowls, *viz.* Time, Money, and Curſes; at the laſt ten for one. The beſt Sport in it is the Gameſter's, and he enjoys it that looks on and bets Nothing. It is a School of wrangling, and worſe than the Schools; for here Men will wrangle for a Hair's Breadth, and make a Stir where a Straw would end the Controverſy. Never did Mimick ſcrew his Body into all the Forms theſe Men do theirs; and it is an Article of their Creed, that the bending back of the Body, or ſcrewing in of their Shoulders, is ſufficient to hinder the Over-ſpeed of the Bowl, and that the running after it adds to its Speed. Though they are skilful in Ground, I know not what Grounds they have for loud lying, crying ſometimes, the Bowl is gone *a Mile*, *a Mile*, &c. when it comes ſhort of the Jack by ſix Yards; and on the contrary, crying *ſhort*, *ſhort*, when he hath over-bowled as far. How ſenſeleſs theſe Men appear, when they are ſpeaking Senſe to their Bowls, putting Confidence in their Entreaties for a good Caſt! It is the beſt Diſcovery of Humours, eſpecially in the Loſers, where you may obſerve fine Variety of *Impatience*, whilſt ſome fret, rail, ſwear, and cavil at every Thing, others rejoice and laugh, as if that was the ſole Deſign of their Creation.

To give you the Moral of it, it is the Emblem of the World, or the World's Ambition, where moſt are ſhort, over, wide or wrong byaſſed, and ſome few juſtle into the Miſtreſs Fortune! And here it is as in the Court, where the neareſt are the moſt ſpighted, and all Bowls aim at the other.

FINIS.

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